Final Project: Ruins of Ragnir   
Timeline

## 1. Project Name

Ruins of Ragnir Game Alpha Build

## 2. Group Name

Makers of RoR

## 3. Date

August 07, 2025

## 4. Project Timeline

| **Phase** | **Programmer** | **Results** |
| --- | --- | --- |
| Initial Layouts | Rob Emerson | Breakdown of the game rules into rough layers |
| First pass coding | Rob Emerson | Programmed into three files: Server, Client, and Gameplay loop |
| Modulation | Still Rob Emerson | Broke apart the massive code into multiple python files and then imported need parts into the main files. |