This week we just worked on development of our games. We were able to integrate phaser into one of the games involving pythons. We were able to start working on Node to implement a file server. We have barely started on it but we are set on using npm as our node package manager.

We have fallen slightly behind on our implementation where we would like to be but we will be making a more conscious effort this next week to catch up. This week, Jimmy working on the integration of phaser into our games where Addison worked on finishing off the 3rd game.