**My progress so far up until Nov. 7, 2014:**

1. What I finished so far:

For the first 3 weeks and ongoing, I carefully updated all of the UML State diagrams, the game design document, and the unit design spreadsheet to update any changes we discussed every meeting for designing the game. After we carefully divided up the tasks on what part of the game that each person works on based on the final revision of the game design document, I worked on implementing most of the setup screen.

I completed the implementation of all the attributes of each unit board piece that the player controls, that enable the game to be able to tell the differences in the stats of each piece. Each piece has a different health value, cost value, Atk cost, etc. I implemented the game logic to tell the difference between each piece. It worked well, but after some of the specifications changed after meeting with the mentors, Steven moved the attributes I already implement of each unit board piece into separate subclasses, and I focused my task on completing implementation of the setup screen.

On the setup screen, I completed spawning each of the pieces with their appropriate attributes. I started, designed, and completed the dragging and dropping the units on the grid. I implemented the drag-drop controls and snapping each piece onto half of the grid that Steven migrated over to the setup screen from the board scene, on my own. I of course made sure all my code actually helps Daniel, Joey, and Steven to complete their tasks, and I made multiple revisions. I made sure that all my code is considerate of what the others added into the unity project, so I am always looking at their code and helping designing their implementation with them in person.

1. What I did for the project that can’t be seen on the workload sheet or Trello:
   1. Built paper prototypes for the setup screen and the unit pieces specifically for myself to understand the game design and to prepare for each team meet-up.
   2. While implementing each of the pieces as physical C# code, I implemented it in a way in which their ID’s, roles, and abilities were represented in a way that can be transferred as a byte to the server. We later scratched the idea of sending the ID’s, roles, and abilities of each piece the way I designed it, so all that code in particular for the pieces were all deleted.
   3. Created the project’s github repository.
   4. Built a prototype setup screen on a separate project and tested it before implementing the final setup screen in the actual project.
   5. Reimplemented the unit pieces to correspond to the new specifications discussed in the last meeting with the Blizzard mentors from scratch.
2. What I am still working on:

At the moment, I am trying to to get the setup screen ready so that the player information recorded from player’s interaction on the setup screen can be ready for usage by the server and all the other scenes of the unity project, saving the arrangement in how the players move his/her pieces on the board, and designing a system that limits how many pieces are allowed to be placed onto the board. If we decide to make any slight changes on the board scene particularly, everything completed so far may have to be re-implemented again, or at the very least be put back as an ongoing task. But for now, the tasks I completed are completed.

Some screenshots:







