commit 5c369521ded1ba360981723c63fd2aff0c212b30

Author: Kevin Cooper <boo2atfoo@gmail.com>

Date: Thu Dec 12 06:49:12 2013 -0700

Formatted line length according to pep8 specifications. Everything should be under 80 characters in length.

commit cbcdca42bcde02bec66eb21d60a039acd596be18

Author: Imp3rial <boo2atfoo@gmail.com>

Date: Thu Dec 12 03:30:48 2013 -0700

Updated the music to stuff I can leagally distribute.

commit 2835cf864c8075f7c7fc52e83eed46ef608e8aad

Author: Imp3rial <boo2atfoo@gmail.com>

Date: Thu Dec 12 03:01:35 2013 -0700

More doxygen changes. Last one I swear.

commit 7bffaf133ed41af91d66901160aff10c5fac9a4e

Author: Imp3rial <boo2atfoo@gmail.com>

Date: Thu Dec 12 02:48:07 2013 -0700

Simple formatting fixes

commit 1950c344a1c2aac36fb80cf1dc16aed6e523e6a1

Author: Imp3rial <boo2atfoo@gmail.com>

Date: Thu Dec 12 02:46:40 2013 -0700

Fixed some error handling for the riskGUI.

commit 0221ecf64384989af6258c174e4f9e647909f468

Author: Imp3rial <boo2atfoo@gmail.com>

Date: Thu Dec 12 02:44:11 2013 -0700

Added the test unit file for RiskGUI.

commit 79c0e7df4164781c9c7e0f63841353ba6ca1628d

Author: Imp3rial <boo2atfoo@gmail.com>

Date: Thu Dec 12 02:28:30 2013 -0700

Added the test unit files for the risk board. Fixed bug in how regions were being added to graph since the custom iterator was included.

commit cdab4ee9ff0d254501ae4a123ec177c5fa6e26ca

Author: Imp3rial <boo2atfoo@gmail.com>

Date: Thu Dec 12 01:54:21 2013 -0700

Took out custom exceptions. Haven't found a need for them yet.

commit ab6595ddb6277563f0235ae85ea694de5b90c96c

Author: Imp3rial <boo2atfoo@gmail.com>

Date: Thu Dec 12 01:16:43 2013 -0700

Fixed the region from not returning the right value. Implemented a cutom iterator for the Risk board so that the strange [1] syntax is no longer needed when trying to get the region object in for loops. custom \_\_len\_\_ was implement so getRegions is no longer needed at all. Not too sure what changed in the player class. Must check the diffs :o

commit 97eb5ad2d91294e321d011484951b1ec3437549c

Author: Kevin Cooper <boo2atfoo@gmail.com>

Date: Wed Dec 11 23:53:11 2013 -0700

Added the region unit test and slightly modified handling of incorrect unit numbers for the region class.

commit 75f0f7e47988e1c53b3114d3bfe8776cf6233ce7

Author: Kevin Cooper <boo2atfoo@gmail.com>

Date: Wed Dec 11 12:32:47 2013 -0700

Added the unit test file for the player class.

commit d42e3779c5b0467f8954cf75d37f93d4196f02ca

Author: Kevin Cooper <boo2atfoo@gmail.com>

Date: Wed Dec 11 10:30:09 2013 -0700

fixed a bug in the remove pieces method.

commit 38998cb4a34c9496519e822d4eeafd6dc3081482

Author: Kevin Cooper <boo2atfoo@gmail.com>

Date: Wed Dec 11 10:22:24 2013 -0700

Added the test for the player class. Made a slight change to prevent the player from going under 0 items.

commit 7d722a4f59af67779d6169045573b0699ed7b899

Author: Kevin Cooper <boo2atfoo@gmail.com>

Date: Wed Dec 11 10:06:31 2013 -0700

Added the unittest for the Dice class.

commit e477be2c6e7fc5d4b74eddde6a96bd1f645a58bf

Author: Imp3rial <boo2atfoo@gmail.com>

Date: Wed Dec 11 02:53:13 2013 -0700

Included documentation and UML files. Made a change to the main so it won't crash if you don't have the music file. I don't want to be uploading music onto the internet that isn't open domain.

commit 49952c1bcdeaac7cb1e5b1c90dfcb23cc0481da4

Author: Imp3rial <boo2atfoo@gmail.com>

Date: Wed Dec 11 01:56:53 2013 -0700

Fixed the line length in drawTurn.

commit 49698e61d31ff898c1564be16121168bbf4d558a

Author: Imp3rial <boo2atfoo@gmail.com>

Date: Wed Dec 11 01:37:50 2013 -0700

Removed some uneeded cases from the exceptions. Small formatting fixes.

commit 8111e5340cb777a35456688c9fbb8432c483d2ee

Author: Imp3rial <boo2atfoo@gmail.com>

Date: Wed Dec 11 01:35:26 2013 -0700

Some slight formatting fixes. Finished commenting Region class.

commit 47fc4d48b6de7fe6c684b8eb0c272d7518b36cc4

Author: Imp3rial <boo2atfoo@gmail.com>

Date: Wed Dec 11 01:09:59 2013 -0700

Finished commenting the Dice class.

commit d8fe26481c24bba420adccb9f65948100ad5856d

Author: Imp3rial <boo2atfoo@gmail.com>

Date: Wed Dec 11 01:06:12 2013 -0700

Finished commenting and formatting the player file.

commit ff29c5c6e0df6b67d7efe5bf36ad6cad947b9e11

Author: Imp3rial <boo2atfoo@gmail.com>

Date: Wed Dec 11 00:54:44 2013 -0700

Finished commenting and fixing the line width for RiskGUI.

commit c5a9e33860703c9eff3fe3f70e8f936c33aa7d8f

Author: Imp3rial <boo2atfoo@gmail.com>

Date: Wed Dec 11 00:41:54 2013 -0700

Finished commenting the GameBoard.

commit aa35a67596b132f9a6c9c71efcec90610b86a477

Author: Imp3rial <boo2atfoo@gmail.com>

Date: Tue Dec 10 23:56:03 2013 -0700

Pep8 standards and the start of formatting everything to fit into 80 lines. I am removing the toggle fullscreen feature.

commit 19c7c3802e253a4b80ed4b050e9ed835b341be92

Author: Imp3rial <boo2atfoo@gmail.com>

Date: Tue Dec 10 22:40:29 2013 -0700

Conformed to pep8 standards and got all the lines down to 80 or less characters.

commit ced67e151d590739ecaaed1ff07be721a1768c82

Author: Imp3rial <boo2atfoo@gmail.com>

Date: Tue Dec 10 19:46:39 2013 -0700

Added in the logic to determine if someone won. Got rid of the cards class since it is not really going to be used anyways.

commit 2264b3a25f98a5e1cba25dfda5efe3a3f25bbeb4

Author: Imp3rial <boo2atfoo@gmail.com>

Date: Tue Dec 10 19:35:13 2013 -0700

Changed the regions on the board so it looks more like a game, however this could still be improved by a bit. I tested on 1024x768 screen and things look like they should fit alright, so that should be my minimum standard. Modified the menu a bit so I can send it different menu items.

commit f61620c7d8cc56d9aa04a49cdd6d072a97e270ea

Author: Imp3rial <boo2atfoo@gmail.com>

Date: Tue Dec 10 17:45:27 2013 -0700

Modified the code to increase your units on a new turn so it calculates how many regions you own and gives you that many. Changed the game to open to fullscreen by default, using pygame to get your screen resolution. Whether the music plays is now in its own method so it should be able to be turned off and on later in the program hopefully using the menu class I found.

commit 1d19e8fd064ee9f6e75d22678d68ff3afa83e9b5

Author: Imp3rial <boo2atfoo@gmail.com>

Date: Tue Dec 10 05:33:05 2013 -0700

Added in the basic code to play music.

commit 81d477e3cfc8f9d1741dc92baf33bda0252fdbdd

Author: Imp3rial <boo2atfoo@gmail.com>

Date: Tue Dec 10 04:11:19 2013 -0700

Fixed bug where you could move to any allied cell and attack any enemy cell. You must be adjacent/connected to the cell in order to attack or move to it.

commit 152dda7c55727aef12b3ba63723c9f9647cc1287

Author: Imp3rial <boo2atfoo@gmail.com>

Date: Tue Dec 10 03:58:30 2013 -0700

General bugfixes, making sure that pieces are only added/subtracted when they are actually able to.

commit 8d773db1aa43bc0ac65934c57d7973511e795706

Author: Imp3rial <boo2atfoo@gmail.com>

Date: Tue Dec 10 03:51:05 2013 -0700

Fixed error with indentation in GUI which was resulting in none of the right clicks being reported correctly for the regions.

commit 1f42ffd6a5a68e7b97258d9455443e96f5c73791

Author: Imp3rial <boo2atfoo@gmail.com>

Date: Tue Dec 10 03:49:17 2013 -0700

Added the right click feature to add units to your regions. Use the space bar to switch to the next player if you want to end your turn.

commit e1c5a1a4f6c1950756d1aca64a93618f2bde43fe

Author: Imp3rial <boo2atfoo@gmail.com>

Date: Tue Dec 10 03:48:00 2013 -0700

Added the status message showing how many pieces you can place.

commit 5c3da98ba608742a055f76ad34be03abcd50e973

Author: Imp3rial <boo2atfoo@gmail.com>

Date: Tue Dec 10 03:35:11 2013 -0700

Everyone needs one of these

commit 3a953609833a2da21816784be7280ca255b046dc

Author: Imp3rial <boo2atfoo@gmail.com>

Date: Tue Dec 10 03:31:36 2013 -0700

Forgot to include animated sprite file in last commits. Found an easy to use menu interface that could be useful, so it has been implemented into the main method, kind of hodgepodge like. Try to integrate features into it later to allow for things like changing fullscreen/resolution and other stuff. However, I need to focus more on the game mechanics first.

commit 1e92c743c7a1ba86aedcb77c45c9b021c30d7417

Author: Imp3rial <boo2atfoo@gmail.com>

Date: Tue Dec 10 02:48:33 2013 -0700

Small fixes. Logic for taking over new cells is now in place and successfully tested.

commit cbbe9c2549f82a5ab64def13e1a29c19f87fb8fd

Author: Imp3rial <boo2atfoo@gmail.com>

Date: Tue Dec 10 02:25:05 2013 -0700

Finally found why some of the connecting lines where showing up on top. Slightly moved the text for the number of units up a little so it looks better in the opinion of THE ALL BEING.

commit 2d27c44ff24232a85b2ecf7475568c71d7102d66

Author: Imp3rial <boo2atfoo@gmail.com>

Date: Tue Dec 10 02:22:34 2013 -0700

Use system clock to make things random. Figured out the mystery of the stuck animated sprite and fixed the counting error in Region update method.

commit 191225b9b35518fe2165a8f2b860ba2a4a127d6c

Author: Imp3rial <boo2atfoo@gmail.com>

Date: Tue Dec 10 02:06:21 2013 -0700

Images were moved to their own folder for bookeeping. Found an awesome website that introduced using a timer oriented event system, instead of just stalling on waiting for some kind of input from the user. The large switch over to the timer based system should allow for animations and hopefully other things later down the road. Quite a bit of bookeeping needed to be done, mving the event gathering from the GUI class back to the main, with the GUI just handling the events I had already programmed. Region was extensively added to to allow for the internal storage and tracking of animated sprites. Documentation is included in the necessary methods and classes referrenced. I am excited

commit 299c142890d931c8cf7ac2222c133e39dd0adf6c

Author: Imp3rial <boo2atfoo@gmail.com>

Date: Tue Dec 10 01:02:17 2013 -0700

Successfully added in the implementation for the basic movement of units in allied territory. Several graphical implementations were updated slightly to correctly clear the screen and draw some object on top of others. I believe in a dream.

commit 61ecd66766978ad153b9958d020983458599a434

Author: Imp3rial <boo2atfoo@gmail.com>

Date: Tue Dec 10 00:33:29 2013 -0700

Added logic to allow for events to return that are not inside regions

commit 69d684f5f23a454824c3b885730ab92e9c8f0299

Author: Imp3rial <boo2atfoo@gmail.com>

Date: Tue Dec 10 00:18:48 2013 -0700

Implemented the logic to determine attack/move source and destinations. A bugfix into the \_\_eq\_\_ for Region was implemented in case of a comparison with a null object. Don't remember changing the GUI, but I guess I did. Shenanigans.

commit 32ff8f0f21487cab9fd47b780503ba956c6a8034

Author: Imp3rial <boo2atfoo@gmail.com>

Date: Mon Dec 9 23:59:10 2013 -0700

Added the feature for regions to determine whether the given player would be a validMove of validAttack against it.

commit 7f42d3488adaae0e66c4aa8ccdfba77f1c7deacd

Author: Imp3rial <boo2atfoo@gmail.com>

Date: Mon Dec 9 23:57:59 2013 -0700

Added the features to be able to print the current active player to the top left of the screen.

commit 971135d91b128200aaafe58e5a835a9d5200867f

Author: Imp3rial <boo2atfoo@gmail.com>

Date: Mon Dec 9 23:42:42 2013 -0700

The drawboard is now implement, which calls each of the regions to draw themselves. It then finds each connected pair and draws a line between the center of the two to demonstrate that there is a connection. In addition, the number of pieces that are on the board will be written next to the region.

commit 0e0a8276b10a8fef4f8fe907df04f3727195e5ae

Author: Imp3rial <boo2atfoo@gmail.com>

Date: Mon Dec 9 23:37:48 2013 -0700

Added a method that will determine if the player has a possible move. This is determined by whether they control a region that has more than a single unit on it, since you will not be able to make a move if you only have one. Can't give up region at this point in the games rules.

commit 8f75028f84ebfa5342875f5dc92b6d0450a1cb0f

Author: Imp3rial <boo2atfoo@gmail.com>

Date: Mon Dec 9 23:36:36 2013 -0700

Added in the code to make sure that the current player always has a possible move before getting an action. Set up the board with the five regions randomly being distributed between the two possible players.

commit ce6f82a31fe726ef82d4a2fd87126ae39a3d3a4f

Author: Imp3rial <boo2atfoo@gmail.com>

Date: Mon Dec 9 23:35:33 2013 -0700

Added several getter and setter methods to allow the big boys to do their work correctly. Several internal variables are now being tracked instead of being set to none from the get go. The region now draws itself using pygame.circle instead of blitting an image, which allows for easy color changing depending on the player that currently controls the region.

commit 7f7e562f0316438142fa66e70150e126763da862

Author: Imp3rial <boo2atfoo@gmail.com>

Date: Mon Dec 9 23:33:28 2013 -0700

Just changed a little bit of formatting.

commit fddf0378c4acee5cf392a63760f6eb10c3e1e692

Author: Imp3rial <boo2atfoo@gmail.com>

Date: Mon Dec 9 05:49:35 2013 -0700

Finally got the screen to start displaying images. In addition, I am able to determine which basic object is being clicked due to the basic shapes of the images. Functionality was added to the region to determine if it was being clicked. In addition, the regions store the images that they should be displaying. More advanced setup criteria is needed for the regions to allow for click conditions beyond basic shapes. Get neighbors was added to RiskBoard to allow for visual links to be drawn easily when they are needed. RiskGUI currently draw the neighbor lines, but that should prbably be ported over to region, like the draw() command was. Yay for progress

commit 765f467c6b007bdf00fcdc4c0cf2df696fd2d9b6

Author: Imp3rial <boo2atfoo@gmail.com>

Date: Mon Dec 2 19:50:32 2013 -0700

Darn README

commit 418fab61a0476b868c698ff3b35742d0218e1ba8

Author: Imp3rial <boo2atfoo@gmail.com>

Date: Mon Dec 2 19:49:06 2013 -0700

Silly header comments.

commit 45aa5029ae9d3751830e1ea8c349fdd62532dbe6

Author: Imp3rial <boo2atfoo@gmail.com>

Date: Mon Dec 2 19:45:57 2013 -0700

Added a simple description about what is going on in this project.

commit aa20dd0749ee10482e7c0d1a0c9341ecf005ca86

Author: Imp3rial <boo2atfoo@gmail.com>

Date: Mon Dec 2 19:41:16 2013 -0700

Implemented a direcitonless graph that has a center node with one connection to each of the difference sides. Correctly is able to get adjacent nodes based on the edges added through the dictionary of regions. Making bacon pancakes.

commit 4cb61c0381ae082a9adddca1c1fdb55d0540336a

Author: Imp3rial <boo2atfoo@gmail.com>

Date: Mon Dec 2 19:39:37 2013 -0700

Basic funcitonality and class skeletons made for these classes. Basic error handling implemented for the players and regions when removing items.

commit c77e99304df9b7e2a52305dbfa215c4d552b827c

Author: Imp3rial <boo2atfoo@gmail.com>

Date: Mon Dec 2 19:38:15 2013 -0700

Added in the RiskBoard to make sure the graph were functioning correctly

commit 740e982c4f7eb3a86f1ae46508fb5dccd355bf67

Author: Imp3rial <boo2atfoo@gmail.com>

Date: Mon Dec 2 19:37:28 2013 -0700

The board is now handling events correctly. Only returning a result that it knows how to deal with back to the calling class. This allows for much more responsive event triggers. Added mouse button capability and some slight code refractoring.

commit e377c539e88ab07fe086eff73a5f0a219ce8206b

Author: Imp3rial <boo2atfoo@gmail.com>

Date: Mon Dec 2 19:36:12 2013 -0700

Added more specific error messages for the types of errors that might pop up. Possibly implement more functionality for those messages.

commit 4968dc366b7d69f050b5a406338dd578569730c8

Author: Kevin Cooper <boo2atfoo@gmail.com>

Date: Mon Dec 2 09:17:49 2013 -0700

Moved pygame functionality to the GUI class. The GUI now has basic screen and event handling functionality. The detailed custom exception now has support for different types of error messages.

commit ec7095fee392b497ff36a6074033c24cb361a60b

Author: Imp3rial <boo2atfoo@gmail.com>

Date: Mon Dec 2 07:12:23 2013 -0700

First commit