What exists of our project right now is essentially complete, in that it contains most of the discrete parts required for the final version of the product. What is missing is the logic to unify these parts so that the application (a Java application using Swing) makes use of all of them. When running our program, you will notice that the interface is populated with dummy values. The intent is for the values to change depending on search criteria, but this is not yet implemented. *However*, the logic to parse input from the search bar is implemented, AND the logic to make proper HTTP requests to the API we are using is also implemented. The parts are there, it is just that the interface is not yet calling the HTTP request functions using values from the parsed input. Deck generation has has also thus far proved to be a difficult problem, and we have struggled to grasp a proper way to do it. As a result, we have made the decision to focus more on our program's search engine capabilities.

The API we are using is omgvamp's hearthstone API, whose website is http://hearthstoneapi.com and whose mashape is https://market.mashape.com/omgvamp/hearthstone.

HTTP requests are made using the open source library Unirest, which can be found at http://unirest.io/java.

The build process, including resolution of dependencies, is managed by Maven, whose website is https://maven.apache.org

None of us had ever quite built a project like this, and merely getting our program to a state where it was actually consuming the API was actually quite difficult, and required quite a bit of tedious configuration and reading of Unirest/Maven documentation. Additionally, we had some trouble with version control. We decided on git early on, but didn't actually need or use it until later on in the process. It wasn't difficult to integrate, and git is simple and pleasant to use, but as one of our group members had never before used git at all, it was necessary to give him a sort-of crash course in git (which of course can be very confusing the first time through). Fortunately, we created a trello board to act as a kind of makeshift scrum board so that we could keep track of what needed to be done and where we were in our project. Because of the effort put into process and project management, everything thus far has gone quite smoothly, and even though at the moment our application doesn't look like much, we are all quite happy with the significant progress we've made.