OO A&D HW6 Progress Report
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Summary
The team has reduced work through the creation of an "inflation" mechanism that generates server side models, views, and controllers on the server entirely from YAML files, creating a JSON-based REST API for our AJAX client (an approach we would very much like to talk to you about). At this point, the server (minus the "compiler") is almost done. It is worth mentioning that this "inflation" mechanism takes heavy advantage of adapters, factories, builders, and singletons. Of course, these all build up to Model-View-Controller which has provided incredible amounts of necessary organizational direction. In addition to Sam and DJ's hard work on the server, Ariel has been working with styling on the client and Connor has been working on class behavior that will be provided to game developers using our component-based model. Logistically, we anticipate a complete demo of the original ambition by the end of the semester. Depending on how successful the library we're building is, the client side of the application may be more or less work. The same goes for other components of the project, including the server-side compiler.

Plans for Next Iteration

We will continue work on the "compiler" on the server and the MVC instance on the client, clearing the way for building the client side UI.

Class Diagrams

The following class diagrams indicate which classes have been implemented