Project Vulpix

Weekly Progress Report #1

1/23/19 – 1/30/19

This weekly summary report for the second week of Project Vulpix will describe the

progress of the team as well of each individual member. It will also describe what is planned for

next week.

During the second week of this semester we continued our sprint, keeping ahead of schedule. Andrew continued adding features to the game engine. Chris began refactoring the code base for the engine. This is done to try to find problems early and make sure all code is understood by more than the person who wrote it. A sort of peer code review. Andrew and Chris spent time pair programming to hash out some problems with the basic logic and structure of the game engine.

These problems include

* How to create card objects
  + Card Class vs Dictionary
* How to store data for use in the game engine
  + Remote database vs Local database vs Directory of individual files