# Team 17 Weekly Logs

Week of February 3rd

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Tyler Babin:

Ryan Bottema: 10 hours

* Movement functionality
* Animation of player’s stacks moving between hexes

Brandon Schurman: 8 hours

* Creature combat

Week of February 10th

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Tyler Babin:

Ryan Bottema: 10 hours

* GUI programming/event handling

Brandon Schurman: 10 hours

* User selection of initial tiles
* Construction of initial tower
* Display of player list with their total gold, username, and control marker