

## Status Summary (15 points)

Team Members: John Aldrete, Catherine Xiao

Work Done:

- working on creating a GUI for the game and creating files with basic code to get started on the patterns.
- John: setting up repo with Go and creating executables, working with GUI and adding code
- Catherine: creating diagrams for patterns, researching Go language

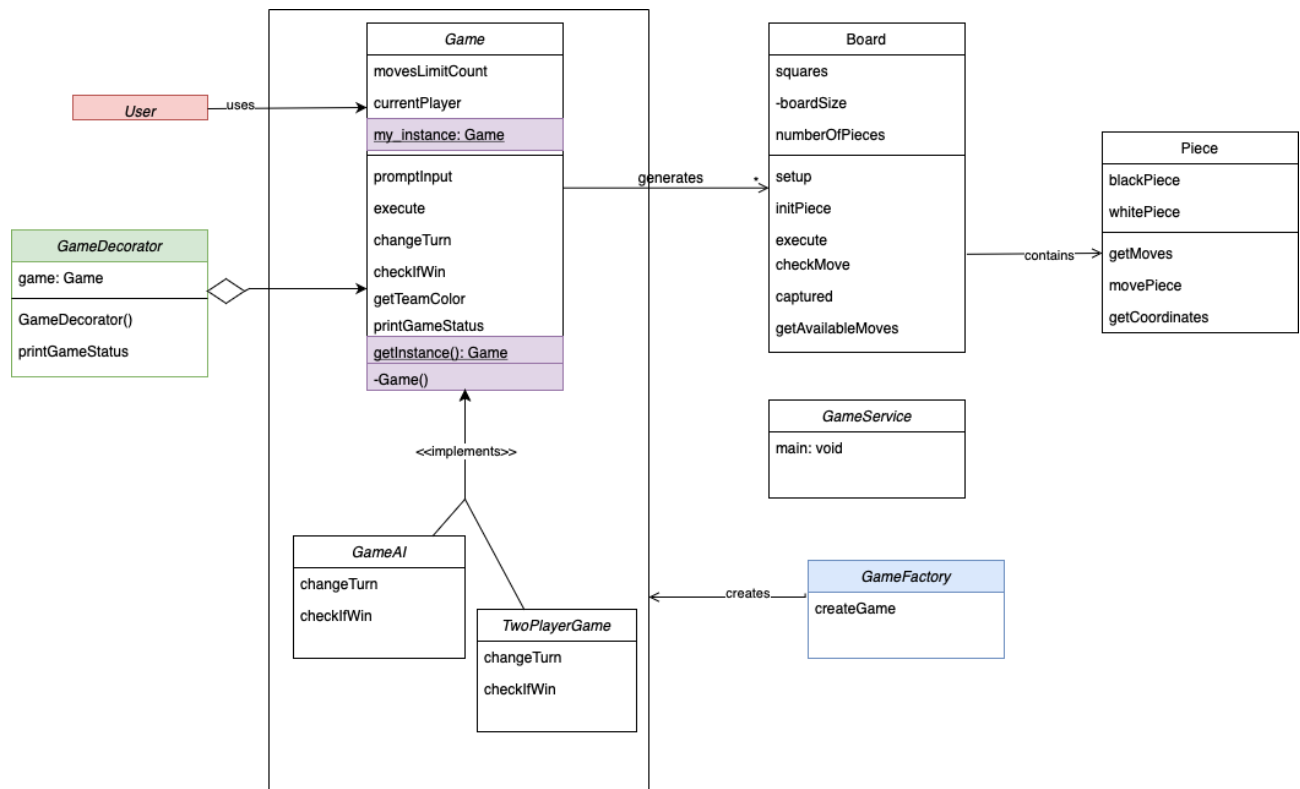
Changes or Issues Encountered: Has anything changed so far in your approach to the project from the initial design in Project 5?

- So far we are having issues with the GUI so we may just do command line

Patterns: Now that you have more of your system implemented, please describe the use of design patterns so far in your prototype and how they are helping you or your design.

- We are working on implementing factory and command patterns which help with reducing unnecessary code we had for creating new objects.

## Class Diagram (10 points)



## Plan for Next Iteration (10 points)

We don't anticipate too much work to be done since we are no longer using a GUI and just need to finish up the patterns. Our plans are to get the patterns implemented before 12/7 and make sure the board is working properly with two players.