Code Review Logs

Week 1 – October 12

Craig submitted an update to how the pieces move.

We decided not to worry about the graphics like we originally planned in our timeline.

Week 2 – October 19

Craig added the starting menu window.

Dustin began researching networking.

We decided to make AI opponents into a stretch goal.

Week 3 – October 26

Dustin uploads single socket connection tests.

Networking is keeping up pretty well with what we projected on our timeline.

Week 4 – November 2

Dustin remade the server structure to be multithreaded.

Dustin made the lobby application.

Craig made the game board and everything to do with it.

Griffen made the connection tests.