

Gargi Tawde

Unlock the Vault

Course: CS 161 Section 01

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Progress:

- Professor encountered an issue with the build step, so trying to troubleshoot and fix that.
 - Currently my top priority, so sidelining other work to ensure the project can be built.
- Working on user auth and game logic (pseudo-code) but have not pushed it yet.
 - Want to ensure the base project can be built properly before adding more code on top in the repo.

Milestone Progress:

- Tackling Milestone 2, 3, and 4 simultaneously
 - UI changing based on implementation for 2 and 3 so easier to work on it at the same time
- Milestone 1 is complete.