Lucas Cheek

Developer Diary

2/6 -> 2/7 2016

Researched various 2D graphics libraries for something to make a quick and dirty GUI for the Battleship game. Oxygine seems like a convenient choice, or we could use something more familiar, like Cinder or Gosu. Also played around with some basic pseudocode for the game datastructure, and pondered the possibility of online multiplayer.