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Checkpoint 1

Checkpoint 0 goal: We hope by that checkpoint 1 we will have the board done and interactive. We also hope that players will be able to be added to the board and take at least a turn. This would mean that the board and player classes would be done but game would still need some work.

So far we have the board and it is pretty much fleshed out. Players exist however they can not yet take a turn. This is because creating the board proved to be a little more difficult than anticipated. And to be honest school workload has a lot to do with when things can get done for both of us. The player class is not done but the board is basically done.

Before the final deadline we have a lot to do. We need to implement some minigames and figure out the functionality of taking a turn. Luckily once taking a turn is figured out that is the main part of the game the rest should not be too difficult.

Here is a screenshot of our game all we have is the map working right now

