Coders of Catan To Dos:

General

Utilize exception errors

Enumerate everything possible

Create VS project to house application

Add project to GitHub to streamline bug fixes

Write AI writer help document

Find a way to shield the GM functions that shouldn’t be accessible by player

Implement logging for debugging

Ensure code follows rules of SoC

Verify fringe cases execute properly

Make playerIDs random ints to limit cheating

* GameMaster
* GameLoop()
* Add logging where necessary (resource roll)
* Trade()
* Implement robber on 7 roll
* calcVPs()
* add playerHand()
* GameDeck
* devCardPlayed()
* calcVPs()
* add logging to necessary functions
* add CardSteal()
* build check only checks for resource type not number
* add trade with bank functionality. (4 to 1 and maritime)
* improve ‘Road Building’ devCard execution (can’t fix build failure)
* change string params to enums
* GameCard
* None
* GameBoard
* Add logging to necessary functions
* Add longest road calculator
* Add maritime trade verifier
* Add # of building check (5 settle, 4 city, X roads)
* GameTile
* Change all instances of tile to hex
* Modify string parameters to enum
* GameVertex
* Change building parameter from str to enum
* GameEdge
* None
* QuinnLogger
* None
* Random\_ai
* robberMove()
* incomingTrade()
* beginTurn() (turn logic)
* Occasionally gets stuck trying to build road. Not dependant on # of turns exhausted