

Team 17 Weekly Logs

Week of February 3rd

Tyler Babin: 10 hours

Added support for the cup to distribute the iteration 1 creatures to each user.
Added functionality to each player's rack to update correctly.

Ryan Bottema: 10 hours

Movement functionality
Animation of player's stacks moving between hexes

Brandon Schurman: 8 hours

Creature combat

Week of February 10th

Tyler Babin: 6 hours

Recruiting paid/free creatures from the cup.

Ryan Bottema: 10 hours

GUI programming/event handling

Brandon Schurman: 10 hours

User selection of initial tiles
Construction of initial tower
Display of player list with their total gold, username, and control marker