# 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