Team 17  
Tyler Babin  
Ryan Bottema  
Brandon Schurman

Checkpoint 5

Week of March 9

Tyler Babin – 1.5 hours spent on treasure, special income counters. Fixed some bugs with recruiting things from the cup.

Ryan Bottema – 7 hours spend on performance and GUI tweaks, as well as character movement.

Brandon Schurman – 6 hours working on Server and Database, began adding networking functionality to client

Goals for Week of March 16

Tyler Babin – Finish random events and incorporate in game play

Ryan Bottema – implement networking options on GUI, fix some things with combat phase

Brandon Schurman – Add more networking to the client