Team Report, March 19 – March 26

Our team has gotten into our groove this week and development has started to progress at a much quicker rate. We have been able to understand the core functionality of PDCurses, and start developing the graphics side of our application. Steven spent about 8 hours this week working on creating the menu for the game. He also worked on the inner class structure, creating a manger to initialize PDCurses and also developing a manner in which to store and switch between various windows. In the coming week, his goal is to build out this functionality the rest of the way, getting to the point where all windows are created and able to be switched between. Bryan spent about 7 hours this week learning the basics of PDCurses and beginning to write code that controls basic visuals of the game. He also worked a little bit on the visuals for the actual playing of the game. In the coming week, he plans to work on removing the bugs and adding functionality to the Snake class he has created, hoping to get basic functionality working without issues. Robyn spent between 3 and 4 hours looking for and going through a tutorial on PDCurses that she found online ([www.coderecap.com/pdcurses-course-intro/](http://www.coderecap.com/pdcurses-course-intro/)) and has been able to use this resource to gain a better understanding of how to use the library. In the coming week, she plans to actually begin writing code for the project and help get everything running smoothly. We are certainly feeling more optimistic about PDCurses as I write this second team report, compared to how we felt last week. Despite a rather steep learning curve, once we were able to equip ourselves with the most common commands we would need, we were able to see ourselves make substantial progress in a short amount of time. Our team is enjoying the exposure to this library and looks forward to what we will be able to complete before the project is due.s