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Kadrigam
Update #2

1. What have you done so far?

        We have set up all the rule logic pertaining to the basic functions of the game. Players can now take turns, play cards, attack, and defend until one player runs out of life. We have yet to implement some of the higher functionality, such as playing abilities, but the core gameplay exists.

2. If you didn't have any necessary infrastructure set up last week, do you now?

        We didn't encounter any major infrastructure problems last week, but we do now have a greater understanding of serializable objects, which we will use to store user information.

3. Do you have a working version of your project? What part of the total planned functionality does it implement? (Doesn't need to be all; should be most.)

        We have implemented the core gameplay almost in its entirety. Players can play a competitive game to completion, although they are only limited to attacking in order to inflict damage at the moment. We have not yet implemented a GUI, so all the interactions are done through a command-line display. We also have yet to implement a stored player information class or a card/deck creation system, but we have a pretty good idea of how we will do all this.

4. Have you encountered any unexpected problems? Have you found solutions?

        We have not encountered any project-stopping difficulties, merely traditional Java issues such as access control or class casting that we have been able to work around.

5. What is your updated timeline for the remaining work? Don't forget to factor in time for the writeup and the demo.

4/26: Full command-line implementation (disregarding abilities for the time being)
4/28: Basic GUI interface for reading player input
4/30: Card creation system in place
5/2: Complete stored player information implementation
5/3: Writeup

6. Are you satisfied with the group workflow? Is there a part of the process that you wish went more efficiently?

        The main hindrance to progress is the workloads of individual members that have prevented full participation this week. We are aiming for more distributed contributions to the project, and to this end are aiming to have more active updates from all members about their specific areas of work. Greater communication will become especially key when coding for extensibility.