

### Major Changes:

- Scrapped React implementation. Instead, I'm focusing on developing the UI/UX in Phaser, as I've read that this is the best go to for developing an online game. I will be using Socket IO and a node backend for networking. I believe that this change will allow for faster development and will allow for me to create a usable interactive simulation in a more idiomatic way.

### What You Have Accomplished Since Your Last Meeting:

- First draft of Phaser implementation
- Played around with Socket IO to help derisk any issues that I might have with this new approach
- Generation of a few different game boards for PA Precincts that will be ingestible by Phaser
- Creation of first images of usable gameboards (still working on the color scheme)
- Wrote and received approval for abstract for Meeting of the Minds
- Met with Ariel

### Meeting Your Milestone:

- I am slightly behind schedule due to the shift in frameworks
- Fortunately, the pipeline for the integration has been built out so integration will not be nearly as much of a hassle for the new framework
- This will push my milestone for next behind to the milestone that was set for this week

### Surprises:

- No surprises that aren't mentioned above

### Looking Ahead:

- Next week's milestone will be to finish integration and to:
  - 1) Create Cartograms for a few other state using the code that I've built out
  - 2) Start sketching out what a poster will look like

### Revisions to Your Future Milestones:

- I'm going to have to compress some of my milestone goals for this week into my milestone goals for next week. Because I got half of the goal for this week's original milestone done, I'd say I'm now about a week behind schedule.

### Resources Needed:

- Not at this time



