

Team 77 WK 2
January 30th, 2018
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Team member: Sam Wong, Ethann Yakabuski, Eva Yang

1) this week our team has NO issues to report in terms of participation, contributions, distribution of work

2) Table of Features

F1 can create RankDeck at game set up	completed	T1	<u>Jan</u> 29 11PM
F2 can create a deck of cards at game set up	completed	T2	<u>Jan</u> 29 11PM
F3 can create a GUI and populate images to it	completed	T3	<u>Jan</u> 27 11PM
F4 can create adventure deck with proper distributions of Foe	completed	T4	

Jan 29 2PM

F10 can create AdventureDeck	planned
F11 can create StoryDeck	planned
F12 can add up battle points for all cards a player plays	planned
F13 can have the players draw and display their first hand on GUI	planned
F14 can have the players along with the other needed info displayed on GUI (shield amount/shield icon/rank icon)	planned
F15 can have the the first active player draw from story deck and take their first turn	planned
F16 can have the game starts and setup	planned
F17 can have each player plays their turn	planned

3) Table of Tests

T1 test creating 4 cards for each rack at game set up	<u>Jan</u> 29 11PM
T2 test shuffling a deck of card	<u>Jan</u> 29 11PM
T3 test GUI to see if a card can populate to screen	<u>Jan</u> 27 11PM
T4 test Adventure deck to ensure proper distribution	<u>Jan</u> 29 2PM

4) For each member

Ethann: 6 hours, setting up environment and GUI.java work, F3 & F4, planning to tackle F13, F14, F15

Sam: 3 hours, configuring environment, planning to tackle F16, F17

Eva: 5 hour, F1 & F2, plan to tackle F10 & F11 & F12