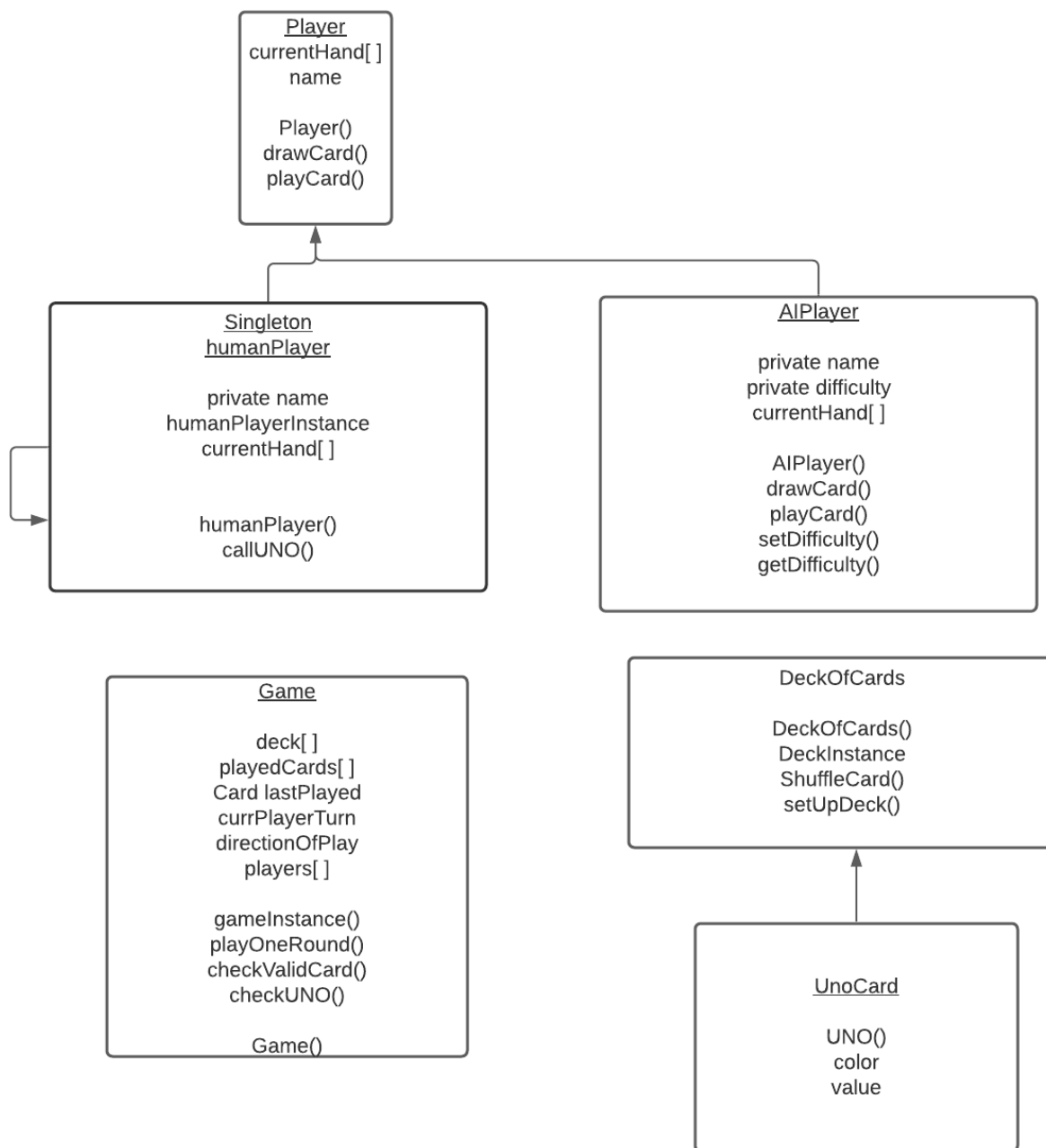


Project 6 - UNO

Status Summary

1. Work Done: Written description of the work done in the first week of your project and (in the case of multi-person teams) the breakdown of work across team members.
 - a. Seok
 - i. Create Unity Scenes and buttons with button functionality
 - ii. Began initializing all the objects needed on either Awake(), Start() or onClick(), creating many of the objects as singletons in order to ensure we only have 1.
 - iii. Created humanPlayer, AIPlayer that inherits from Player
 - b. Emma
 - i. Emma created the Card and UnoCard classes.
 - ii. Emma wrote out the game logic and functions.
2. Changes or Issues Encountered: Has anything changed so far in your approach to the project from the initial design in Project 5?
 - a. The current challenges that we are encountering are the steep learning curve with Unity and all the built in Unity tools. Since neither of our team members have much experience (or any at all) with Unity, we have been having difficulty putting together the game. We understand the code and know how to make the classes, functions, patterns, etc., but are held back due to our lack of Unity understanding.
 - b. Having previously only done OO code in Java and converting to C# has also been a challenge with many "NullReferenceException".
 - c. Since we are having trouble with both Unity and C#, we might transition away from them both and create a Java project instead.
3. Patterns: Now that you have more of your system implemented, please describe the use of design patterns so far in your prototype and how they are helping you or your design.
 - a. Singleton
 - i. Singleton is helping us in our design as there are only certain things we only want to create one instance of - such as humanPlayer, Deck and Game.
 - b. Factory
 - i. In order to create the humanPlayer and the AIPlayers, we use the factory pattern to generate the different instances. For example, when creating the AI players that the user will play against, we generate and assign a name to all the players.



Plan for Next Iteration

Provide an estimate of how much more work needs to be done for your team to have implemented the design that you presented in Project 5 (with any design changes that may have occurred). What are your plans for the final iteration to get to the Project 7 delivery? What do you plan to have done by 12/8 when the project is due?

- We have the very basic building blocks done for this project and plan to continue using our outline from Project 5. Our prominent classes such as Player, AIPlayer, humanPlayer, DeckOfCards, and UnoCard are mostly completed, and we have a significant amount of the Game class complete as well. We need to work on implementing our remaining OO patterns as we continue to code up the project and also start to integrate the game more seamlessly into Unity. We have yet to do anything with data storage so we will need to do that as well; however, this should not be a difficult task as we just need to read in data from CSV files and use that for our login and rule preferences. By 12/8, we should have a functioning UNO game that allows players to login, select rules, start an UNO game, and play an UNO game against AI players until someone wins.