**Progress Report**

**- Increment 1 -**

**Group #4**

# Team Members

*Cristhian Prado – CP21H – CP21H*

*Caleb Rachel – CMR21D – CalebRachel*

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1. **Project Title and Description**

*“Project Deck” is an innovative card suite designed to help players, especially new players, learn how to play Poker. The game provides both an insightful tutorial and dynamic bot gameplay to go against and get accustomed to the game of Poker.*

1. **Accomplishments and overall project status during this increment**

During this increment, all Main Menu functionality was completed as well as setting up our environments and finalizing a workflow and general plan moving forwards. The Main Menu functionality consists of one scene, the Main Menu, with Scene Management functionality to move you from one scene to another, those scenes being: Single Player, Tutorial, Settings, and a Quit Button.

The Single Player and Settings scenes are merely placeholders right now but have the functionality of going from scene back to the main menu. The Quit button works as intended. The Tutorial scene has the most into it now with a Scrolling View of cards that give the user information about how to play the game and everything they need to know to play the game knowledgeably.

In comparison to the initial scope, it is still a way out of being what we want the game to be, but moving forward all increments will focus solely on the Single player implementation.

1. **Challenges, changes in the plan and scope of the project and things that went wrong during this increment**

* *Working with Unity Version Control System was quite challenging to get working as we wanted to so we made the switch over to GitHub Desktop instead and it ended up being much easier*
* *Initial Plan has been reduced to simply Single Player functionality due to time constraints; until we have a single player that works as intended, a multiplayer will not be thought of or worked on*
* *One challenge has been getting everyone in meetings due to scheduling differences, we plan to make use*

*of the class slot time instead*

1. **Team Member Contribution for this increment**
   1. ***Progress Report***
      1. *Written by: Cristhian Prado*
   2. ***Requirements & Design Document***
      1. *Written by: Cristhian Prado*
   3. ***Implementation & Testing Document***
      1. *Written by: Cristhian Prado*
      2. *Contributed to Execution-based Functional Testing: Caleb Rachel*
      3. *Contributed to Non-execution based Testing: Caleb Rachel*
   4. ***Source Code***
      1. *MainMenu Scene: Cristhian Prado*
      2. *SinglePlayer Scene: Cristhian Prado*
      3. *Tutorial Scene: Cristhian Prado*
      4. *Settings Scene: Cristhian Prado*
      5. *Quit Button: Cristhian Prado*
      6. *GameManager.cs: Cristhian Prado*
   5. ***Video / Presentation***
      1. *Recorded & uploaded by: Cristhian Prado*
2. **Plans for the next increment**

* *Finalize Single Player User Interface*
* *Finalize Asset Sourcing*
* *Work on Single Player functionality*
  + *Populate the scene with a dealer and bots*
  + *Be able to dish out cards to each player*
  + *Reveal community cards*
  + *Work on functionality of both User and Bot for betting rounds*

1. **Stakeholder Communication**

Hello,

On behalf of the Development Team, we are pleased to inform you that progress has been made and a cohesive plan moving forwards has been set forth. The Development Team has been able to establish foundations for the backend logic as well as developed tangible frontend User Interface that is dynamic yet simple to use.

This progress has still been met with a few challenges, namely in scheduling conflicts among the team, which are currently being sorted and alleviated, as well as some systems having to be switched from and transferred over to in order to make the development lifetime a lot smoother.

We expect for the next sets of emails to elaborate more on the Single Player aspect of Practice Deck as that is now the full focus of the Development Team moving forwards.

Thank you.

Sincerely,

Practice Deck Development Team

1. **Link to video**

https://youtu.be/QqNaxC6pqIo