Reset Neutral

Week # | 2/13 - 2/20

Leader: Zachary Karanja

Zachary Karanja
 	
6 hours
	Tasks completed:
	● Assigned tasks to team members
	● Created the Figma and the three main pages (home page, game page, and character page)
	
	Planned tasks for next week:
	● Refine Figma
	   ○ Create a consistent header and footer
	   ○ Make Figma more flexible to add more characters easily
	
	Any issues or challenges:
	● Learning Figma as it's a new platform for me.

Luis Gutierrez **6 hours**	Tasks completed: ● Determined notation input type (numpad 236P over string notation) ● Helped determine games to include off of data sources (SF6, GGST, 2XKO) ● Started work on JSON file template ● Determined protocol to be REST API ● Made outline of API contract and REST route example Planned tasks for next week: ● Start working on Python data scraper for 1 game (2XKO) ● Focus on Games, Character, and Move data. Combos later ● Discuss data with database designer ● Research games ● Research caching Any issues or challenges: ● Various public data sources reliant on continual community updates
Adam Jackson **1 hour**	Tasks completed: ● None (Brainstorming) Planned tasks for next week: ● Setup backend for our website Any issues or challenges: ● None

Eric Wilhoit **Time Spent** **6 Hours**	Tasks completed: ● Researched game options (2XKO e.t.c) 1.5 Hour ● Researched games chosen by watching gameplay footage (tournament gameplay, tutorials) 2.5 Hours ● Researched AI options (Claude Code, Cursor, e.t.c) 2 Hours Planned tasks for next week: ● Continue researching games ● Test AI tools by making necessary accounts and downloading options to begin development ● Move towards starting work on frontend prototype Any issues or challenges: ●
Alexis Vazquez **5-6 hours**	Tasks completed: ● Researched current existing fighting game wikis ● Designed a rough draft for the main page on Figma ● Researched fighting game terms to use for a new name ● Drafted a list of new names for the project Planned tasks for next week: ● Refine main page on the figma ● Assist with designing character and game pages ● Start thinking of a website logo design and design language Any issues or challenges: ● I am completely new to Figma, so I am learning as I work on the project.
Josh Mckone **6 Hours**	Tasks completed: ● Put together list of games and characters we will support or potentially support in the future ● Researched into input handling from browser side for web applications ● Research Phaser Game Framework/Library Planned tasks for next week: ● Do more research into Phaser ● Put together sample input handling either using Phaser or something else if Phaser does not work Any issues or challenges: ●

Total Time Spent: 31 Hours

Summary:

- Began tangible development on the wiki.
- Created rough draft of Figma to model what the wiki will look like
- Made outline of API contract
- Determined a list of games to add to the wiki