CMSC 5233
Mobile Application Development
Game Collection Progress Report 2
Spring 2019
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Lee Shuman's Progress
- Created the leaderboard interface and hooked the GUIDs up for each of the games
- Set up player initialization per app installation for player GUIDs. Without account integration this should be sufficient. A long term app may offer a way to copy the GUID out to another device or be saved as a backup, but this shouldn't take a priority over other features.
- Updated RESTful API to fix access issues from the Nativescript app
- Corrected navigation issues inherited from previous iteration of the project.
- Created player class and initialized the gladiator landing page. Currently using a scoring page as a placeholder that allows the developers to input their own score to update on the gladiator leaderboard.
- Work Deviations:
  - Didn't get as much time to work on the project after Assignment 4 was assigned. It will be a challenge to catch up to the original plan. A basic battle interface is still the priority for my own efforts, since I haven't invested much time in understanding the angry cats game.
  - Looking at implementing a pokemon-like battle window with a couple of basic images and very few buttons for actions.
  - I thought a system where moves are assigned a "flashiness" value of some kind that gives the gladiator more points at the expense of raw power. This would make the leaderboard scores make some sense, and let the user post scores regularly rather than waiting until a "campaign" is complete.

Diane Truong's Progress
- Fixing recent changes that completely broke the game.
- Adapted the game to the app's new navigation.
- Added information about the game.
- Added some images to the game.
- Changed the app's color scheme.
- Work deviations:
  - Angry Cats' development is behind because of the challenges from the recent Assignment 3 and 4.
  - There were also a lot of recent changes to the project that broke the game so I was spending more time trying to get the game to work again than building it.

Original Work Breakdown Structure for Progress Report

1. Game Project
   - 1.1.   Week 1
     - 1.1.1.   Document game rules   Lee Shuman
     - 1.1.2.   Document game rules   Paul Christy
     - 1.1.3.   Document game rules   Diane Truong
   - 1.2.   Week 2
     - 1.2.1.   Leaderboard Web API module   Lee Shuman
     - 1.2.2.   Design app navigation   Paul Christy
     - 1.2.3.   Create app images   Diane Truong
   - 1.3.   Week 3
     - 1.3.1.   Gladiator Combat – Design basic character stats   Lee Shuman
     - 1.3.2.   Sudoku   Paul Christy
     - 1.3.3.   Angry Cats – Create base game   Diane Truong
   - 1.4.   Week 4
     - 1.4.1.   Gladiator Combat – Design player actions   Lee Shuman
     - 1.4.2.   Sudoku   Paul Christy
     - 1.4.3.   Angry Cats – Design game graphics   Diane Truong
   - 1.5.   Week 5
     - 1.5.1.   Gladiator Combat – Design arena behaviors   Lee Shuman
     - 1.5.2.   Sudoku   Paul Christy
     - 1.5.3.   Angry Cats – Design a scoring system   Diane Truong
   - 1.6.   Week 6
     - 1.6.1.   Gladiator Combat – Design basic enemy behavior   Lee Shuman
     - 1.6.2.   Sudoku   Paul Christy
     - 1.6.3.   Angry Cats – Design additional game elements   Diane Truong
   - 1.7.   Week 7
     - 1.7.1.   Gladiator Combat – Design game rewards   Lee Shuman
     - 1.7.2.   Sudoku   Paul Christy
     - 1.7.3.   Angry Cats – Design additional game elements   Diane Truong