ECE 373

Group 33

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Progress Report

Our project, which we are realizing was a bit idealistic to propose, was to create a computer game version of the board game risk. Currently we have the majority of the under the hood functionality written, such as attack, move, add troops, etc. This is all testable and usable on a console version of the game created where the user interacts with the game through text rather than through the graphical user interface. We have also started the creation of the GUI. This means that we have created the intro page, created a page where you get to pick how many players and what the player’s names are, and a picture of the world with the player’s names on the top. We have also created button versions of every country in the world, so that when a user clicks on a country we know what country it is and what to do with it.

This means that the only thing that is left to do, which is the most cumbersome, is the integration of the under the hood functionality with the graphical user interface. This will require a lot of extra methods in order for the two entities to communicate seamlessly, as well as slight tweaking of the functionality in order to prepare for the GUI design. We currently have a good plan of what it will look like in the end, and plan to meet soon in order to strictly define what every team member must do in order to complete the project by the deadline.