

# Team Leader Report Week 2

## Progress Report:

We have collectively decided to create the game Battleships for our online application. We will create the game by pitching two bots which are programmed by the children against one another. The programming will be done by simply piecing puzzle pieces together, for this Mitchell has done some research into the visual language suggesting that Blockly would be the best framework for this purpose. David has made significant progress in creating a SoGaCo replica by cloning the repository in which we can use for our testing. Aidan has made some sketches and some gamestate flow charts to show how the process of creating a bot and then running the application will work. Finally Ashraf has done some research on how what user interface technology will be used, he decided that Angular JavaScript would be the best technology for the User Interface design. As this week was mostly research, there were no obstacles that needed to be overcome, later on in the project we will surely have some, these will be documented accordingly.

I believe solid progress was made on all fronts this week. We have laid out the groundwork for researching the wider issue at hand and what technologies we would use for our application. Next week we will look at how to put our research into practice and should begin working on the application. We hope to have a basic working model at week 4, this should allow for plenty of time to further develop the stakeholder's needs and test the application.

## Individuals Work 13/7/15 - 24/7/15:

Aidan Houlihan - Gamestate implementation and design

[https://docs.google.com/spreadsheets/d/1j\\_wY7Nu\\_p\\_Wpw3RdWIBQICKRUmLm8gdBY7zjPNQJcQ/edit?usp=sharing](https://docs.google.com/spreadsheets/d/1j_wY7Nu_p_Wpw3RdWIBQICKRUmLm8gdBY7zjPNQJcQ/edit?usp=sharing)

David Dudson - Front end integration

[https://docs.google.com/spreadsheets/d/1JlIGb2K3qLY\\_bNn4Gf1yD6iHnW-8ckhshHJ5sSEgHZA/edit?usp=sharing](https://docs.google.com/spreadsheets/d/1JlIGb2K3qLY_bNn4Gf1yD6iHnW-8ckhshHJ5sSEgHZA/edit?usp=sharing)

Mitchell Osborne - Visual language implementation

<https://docs.google.com/document/d/10XGC4Om4jiQaHhBPjRqua8uPmKGuyBIOcqjJf1y7BBU/edit>

Ashraf Alharbi - User Interface Design

<https://drive.google.com/file/d/0B1he9LGK9eZTY0dpTnYybTVXuZQ/view>

<https://docs.google.com/document/d/1iJGuQYzxBv6xH4I1RWc0ZCrm2Mc8-ptA9i5GLYAvC-E/edit?usp=sharing>

Josh Baker - Team Leader

<https://docs.google.com/document/d/1zr55AHFyXpZhtadgvjlsWp4qTdQWQGoPI9yvZepSArU/edit?usp=sharing>

**Current Timeline Planning 24/7/15:**

[https://docs.google.com/spreadsheets/d/1AWDUAikX68S3jjjZb\\_aQyp-35hKiNGO59wKV4aAwJU8/edit#gid=0](https://docs.google.com/spreadsheets/d/1AWDUAikX68S3jjjZb_aQyp-35hKiNGO59wKV4aAwJU8/edit#gid=0)

**Minutes 20/7/15:**

[https://docs.google.com/document/d/1voiqZ-XXa2c17GOYGLxILKCCuJ\\_hRIO4PTInX8p94WQ/edit?usp=sharing](https://docs.google.com/document/d/1voiqZ-XXa2c17GOYGLxILKCCuJ_hRIO4PTInX8p94WQ/edit?usp=sharing)