

October 20, Friday 1700-1900

Pitch Meeting

Projects

a) Game

Top Deck - 2 player card game

Each player has

3 buffs (these last all game. if you want to add a fourth, you'll have to replace one of the three).

1 debuff (applies for however long indicated on opponents debuff card)

2 Shuffles - players can shuffle their deck twice in a game.

Health - Once a player's health stat is 0, the game is over.

Attack - This stats gives a damage bonus to certain attacks

Stamina - Enables players to use the visible card or place that card at the bottom of the deck.

Decks consist of 20 cards.

Initial Game Setup

Both Players' Health starts at 20

Both Players' Attack

Max Stamina starts at 2 and increments by 2 until = 10

Game Rules

Coin flip decides who goes first

Debuffs can be played turn 1 but won't have any effect until turn 2 (duration isn't affected).

Players can either play the top card in the deck or move it to the bottom of the deck (This takes stamina).

Playing a card costs 2 stamina and Placing a card at the bottom of the deck costs 1 stamina

Once a card is played, it gets discarded from the deck.

At anytime, a player can end their turn regardless of Stamina remaining.

The game ends once one of the two players' health hits 0.

b) Ai

User:

- Interact with Ai through messaging app.
- Ai responds without looking at pre-determined user phrases.

- User can ask Ai to do things.
- Ai:
- Look at table of values and generate a prediction.

c) Social Networking App  
Platform: iOS App

User:

- View own profile
- View Friends
- View messages
- View blocked list

Menu bar: listings, find friends

listings: top (your posts, public, private) bottom (customize, post)

Inside each post: info on past with button to "join"

Future: push notifications

Chose: (a) Game

Created Meeting Schedule

Meeting Schedule:

Design: Oct 22, Sun 800-1400 and Oct23 Mon 1630-1800

Status Meetings: MWF 1000-1100 (starting Oct 25 Wed)

Programming Meetings: Sun 900-1500 (starting Oct 29)

Next meeting: (October 22 Sun) Discuss iOS app development, design app structure UML diagram, List needed functions

October 22, Sunday 800-1400

Design Meeting

Created UML diagram

Listed Rules of games (stats, how cards affect stats, how turns work)

Created display graphic

Next Meeting: (October 23 Mon) Create Gantt chart, assign work

October 23, Monday 1630-1800  
Design Meeting

Created Gant Chart

Divided work into a gameplay storyboard (Giovanni / Brandon) and start game/ build game storyboard (Dylan/ James)

Completed crash course on iOS development and swift coding

Goals to be completed by Wednesday:

- Create project
- Add storyboards

Next Meeting: (October 25 Wednesday) Begin task: complete all view controllers, complete buttons for screen movements, complete gameplay functions for each button

October 25, Wednesday 1000-1100  
Status Meeting

Project Created complete

Storyboard creation complete

Goals to be completed by Friday:

- complete all view controllers
- complete buttons for screen movements
- complete gameplay functions for each button

Next Meeting: (October 27 Friday) Begin task: Complete card functions, complete all assets (graphics for prototype), complete build game screen functionality

October 27, Friday 1000-1100  
Status Meeting

Created all view controllers complete

Created all buttons for screen movements complete

Created gameplay functions for each button complete

- Card effects not completed (button does work)

Goals to be completed by Monday:

- Add assets
- Complete UI for game playing screen
- Complete all card effects
- Complete Build Game functionality

Next Meeting: (October 29 Sunday) Programming meeting

Oct 29, Sunday 900-1400  
Programming Meeting

Added assets

Completed UI for play screen view controller

Completed all card effects

Next Meeting (October 30 Monday)

Start Task: Create Tutorial Screen, Add endgame functionality, Add Coin Flip Screen

Continue Task: Complete Build Game Screen

Oct 30, Monday 1000-1100  
Status Meeting

Completed adding assets

Completed UI for play screen view controller

Completed all card effects

Goals:

- Complete Build screen functionality by Friday
- Create Tutorial Screen complete by Friday
- Complete Endgame functionality

Next Meeting (Nov 1 Wednesday)

Continue Task: Complete Build Game Screen, Complete Tutorial Screen, Complete endgame functionality, Complete Coin Flip Screen

Nov 1, Wednesday 1000-1100  
Status Meeting

Moved Build screen into play game storyboard

Moved Flip Coin for player turn selection in play game screen

Only include basic instructions in tutorial

Next Meeting (Nov 3 Friday)

Start Task: