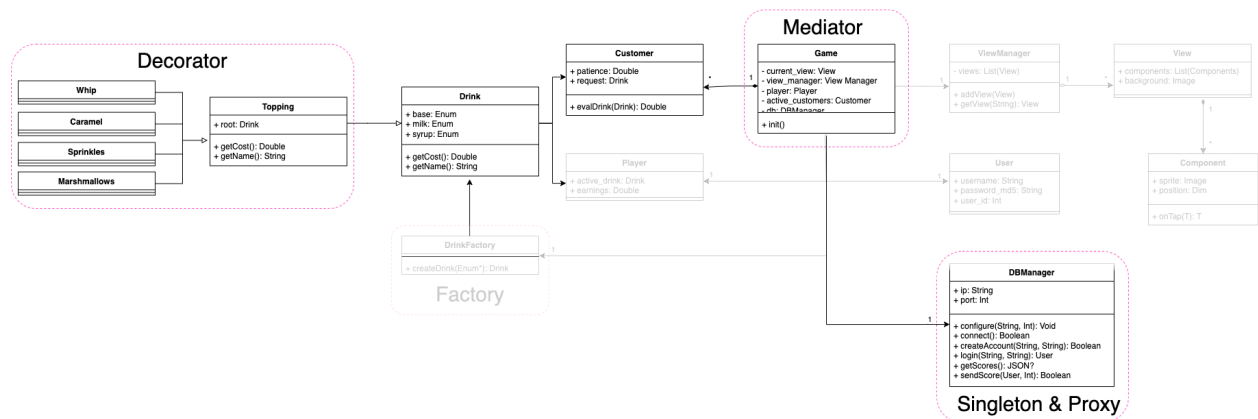# Project 6 Update

Team Members: Kaitlyn Huynh and Jefferey Mitchell

Status Summary:

Work done: For the first sprint of this project, we've completed most of the graphics for the game. This includes the scene sprites (drink making background + cafe background) and the drink sprites (caffeine, syrup and toppings). With the sprites being done, a lot of functionality with the game will be easier to debug since we have visual ways of seeing how the game would work. We also created our Python server for updating player high scores and have logging in/logging out functionality completed as well. This is all controlled by the DBManager class. This can currently be seen through POSTMAN. Graphics were handled by Kaitlyn Huynh and the DBManager and Python script were handled by Jefferey Mitchell. Some issues we've encountered so far include getting LibGDX to connect with our IDE (Android Studio). In addition, Android development (LibGDX) primarily uses Version 8 of Java, so we've had challenges writing code according to version 8. Now, we're also using OKHTTP which helps us connect to the native Python server. Patterns that we've included so far include Proxy and Singleton. The DBManager includes the Proxy pattern as it is communicating with the remote server (Python Account Manager) and also includes the Singleton pattern since there is only one instance of it in the memory. We have the decorator pattern in place with the Toppings class (wrapping a completed drink with various toppings such as marshmallows, chocolate and whipped cream).

Class Diagram: [Link for better viewing](#)

Plans for Next Iteration:

Plans for next Iteration: Our plans for the next iteration are to create at least 3 customer sprites and a title screen that is seen when the user starts up the game. We will also have the timer incorporated in the drink making process and the point system in place. We will also have the difficulty increase by having the max timer amount decrease when the player is playing further and further into the game.