Team Contributions: Rev 0
SFWRENG 4G06

Team 9, dice_devs
John Popovici
Nigel Moses
Naishan Guo
Hemraj Bhatt
Isaac Giles

This document summarizes the contributions of each team member for the Rev 0 Demo. The time period of interest is the time between the POC demo and the Rev 0 demo. This includes the week of 2024-11-24 up to 2025-01-29.

1 Demo Plans

The team will demonstrate the refinement of the following key components of the system during the POC demonstration, as well as the addition of new features, including:

1. **Game Setup and Customization:**

   - Demonstrate how users can set up a new local area network multiplayer game.
   - Showcase customization of gameplay attributes, such as adjusting the number of dice and player health.
   - Showcase the new pre-made and specialized game variants. These are streamlined versions of the custom game with limited customization options, allowing each variant to implement distinct gameplay styles.
   - Through this, the modularity of the system will be displayed.

2. **Gameplay Mechanics:**

   - Conduct a walkthrough of a round of gameplay, highlighting how players reroll the dice and accumulate points.
   - Explain the scoring rules and demonstrate how player points are added.
   - Demonstrate the new Bluffing Feature,which adds a new layer of strategy to the game that expands player interaction.
   - Showcase the implementation of the Usability features suggested from prior feedback and testing.
   - This will showcase the basic game flow.

3. **Game State and Progression:**

   - Showcase how the game state is saved, i.e. how the game tracks and displays each player's current dice and hand points.
   - Demonstrate the endgame conditions, illustrating what happens when all rounds are played and points are tallied.
   - This will show how the system preserves game data.

4. **Multiplayer Mode:**

   - Showcase our implementation of a Server, allowing players to connect with each other over the Wide Area Network (WAN). (note that while our server hasn't been integrated into the playable game yet, we have plans to do so in the future.)
   - Demonstrate how players take turns simultaneously and show the tracking of player dice for both players.

- This will highlight how data is synchronized between both players and how game integrity is preserved.

5. **Error Handling and Edge Cases:**

   - Showcase implemented safeguards, such as preventing invalid moves and handling unexpected inputs through demonstrating typical game actions.
   - Demonstrate the system's response in case of such scenarios.
   - This will showcase the rigidity and stability of the system.

2　Team Meeting Attendance

[For each team member how many team meetings have they attended over the time period of interest. This number should be determined from the meeting issues in the team's repo. The first entry in the table should be the total number of team meetings held by the team. —SS]

Student	Meetings
Total	7
John P.	6
Nigel M.	6
Naishan G.	7
Isaac G.	6
Hemraj B.	6

[If needed, an explanation for the counts can be provided here. —SS]

3 Supervisor/Stakeholder Meeting Attendance

[For each team member how many supervisor/stakeholder team meetings have they attended over the time period of interest. This number should be determined from the supervisor meeting issues in the team's repo. The first entry in the table should be the total number of supervisor and team meetings held by the team. If there is no supervisor, there will usually be meetings with stakeholders (potential users) that can serve a similar purpose. —SS]

Student	Meetings
Total	0
John P.	0
Nigel M.	0
Naishan G.	0
Isaac G.	0
Hemraj B.	0

[If needed, an explanation for the counts can be provided here. —SS]

Multiple rounds of communication were had, back and fourth, but there was no official meeting. One is planned for between the submission due date of this report and the Rev0 demonstration.

4 Lecture Attendance

Student	Lectures
Total	2
John P.	1
Nigel M.	1
Naishan G.	2
Isaac G.	0
Hemraj B.	0

5 TA Document Discussion Attendance

[For each team member how many of the informal document discussion meetings with the TA were attended over the time period of interest. —SS]

Student	Lectures
Total	1
John P.	1
Nigel M.	1
Naishan G.	1
Isaac G.	1
Hemraj B.	0

[If needed, an explanation for the attendance can be provided here. —SS]

6 Commits

Student	Commits	Percent
Total	158	100%
John P.	32	20.25%
Nigel M.	65	41.14%
Naishan G.	8	5.06%
Isaac G.	10	6.33%
Hemraj B.	43	27.21%

7   Issue Tracker

[For each team member how many issues have they authored (including open and closed issues (O+C)) and how many have they been assigned (only counting closed issues (C only)) over the time period of interest. —SS]

Student	Authored (O+C)	Assigned (C only)
John P.	14	12
Nigel M.	18	8
Naishan G.	0	0
Isaac G.	4	5
Hemraj B.	2	3

[If needed, an explanation for the counts can be provided here. —SS]

8 CICD

CI/CD has been implemented to automate pdf generation. Our team has implemented a github action that takes advantage of the existing Makefiles in our project to automatically build pdfs whenever latex files are committed to our repository. This action cleans existing pdfs and artifacts, and automatically generates bibliographies and pdf outputs on commits.