# **AdvPictionary**

# Status update

## INTRODUCTION

As highlighted in [AdvPictionary proposal](https://docs.google.com/document/d/1tf-QqjOANkN0kWc9LfCS9YxPAz6Tr0DEBM_UpFo4giY/edit?usp=sharing) this project has been done entirely all by myself, due to some technical and other difficulties. One of them being transferred from another cohort to the current, I could no longer access or have a group at this time.

## CHALLENGES

There have been, to be honest, many challenges including the main listed at the introduction section.

Other challenges have been:

**Deciding on what project to do.**

As an intermediate beginner, deciding on the appropriate project was a challenge. I didn’t know whether to do an online (web based) project or not. I didn’t really know which domain could be of importance to me as far as learning detailed python coding is concerned.

**Getting the trustable resources**

This pictionary game project has been done by many other persons, and so there is an obvious flaw, “the right material” or “the right guy” from which to learn from. As I entirely intended to get a project that could help me learn almost all important areas in python.

**The right ‘magic’ IDE**

There are several Integrated Development Environments out there, but to get fully and or fairly customized and geared towards Python development was a challenge to me. I wanted to and like to write code faster and so I needed autocompletion features as well. And, so, I found Pycharm the right IDE for my perspective as opposed to VsCode. The only drawback with pycharm is that it needed to be purchased/ licensed, and I had no such plans before or I was too occupied to have thought about purchasing one.

But, I thank God I found a friend with the license and they helped me.

### **Mitigation**

To mitigate these challenges along, I had to do some adaptations.

The first and obvious one was, to choose an already existing project and learn using it with a view to improve it even better, rather than sit back and start thinking about something new (invention).

The second was to accept and agree that VsCode (which I had primarily relied on) was best but could not go as far as Pycharm does when it comes to writing Python code.

I have old and adept skills in writinga and developing PHP OOP projects, and so, switching to python was an amazing experience, but it didn't come with a lot of ease, because I realized python has a lot of libraries for almost every mini-task.

### **Non-technical unexpected outcome**

Limited Time:

I know it could not make sense, but I found ALX learning to be a very strict and on time oriented approach. There has not been a lot of time or ample time to do all the tasks and or as well as other daily living activities. But, I totally blame it on myself, for signing up for this course while I was not yet settled, or if I was, then it could have been perhaps more difficult for I could be struggling with feeding the family and learning at the same time.

## COLLABORATION

I would say that throughout this project, I relied on the resources from the website, and this [video](https://youtu.be/wDIQ17T3sRk) really saved the day, as well as other github projects touching on the same

This was my key strength as i had more room to research on what I felt was the best I was looking for.

## UPDATES

There are a lot of changes to be expected from this project. I look to develop a feedback platform where all the stakeholders will be free to provide their suggestions and recommendations.

Chatbot Integration

The first change would be to modify my scripts and allow more features such as chatbot in addition to the current chat feature. This will, to my view, give players more freedom on what to chat about or with.

Develop Mobile App

Since this is a game (online) I look forward to making it run from a mobile platform rather than only the website. This is because as part of research on online gaming, most people prefer an app, believing that for some reasons, it performs better or gives them a better feeling while gaming as opposed to running it directly on their inbuilt web browsers.

## PROGRESS

This week’s progress rating for myself is 9/10. Because I feel and believe in myself at this moment. Before I used to read other peoples works and wished to have mine read too. The fact that I started from scratch and having excellent, adept skills from PHP OOP gave me an upper hand to do better as far python is concerned, because I found it almost following the same architecture (MVC) with only an addition of several easy to use libraries.

I measure my progress by looking back to where I started. Taking into account the amount of time i have spent and what i was able to achieve in that time.

I also involve third party viewers whom when I share my code or ideas with, they get surprised by my ability and creativity (though it does not give me the bragging rights). I have, in that regard, several mini projects from which I measure my progress from.

Based on the AdvPictionary MVP proposal, the timeline for completion of this project is just right and all deliverables and objectives would be made on time. This is so, considering and or hoping that everything will be going as anticipated.