Senior Projects

Spring 2016

**Individual** Weekly Report

NAME: \_\_Khoa Tran\_\_\_\_ TEAM: \_SP16-Online Card Game Simulator\_\_

Period covered by this report: From March 1 to March 8

**Describe briefly this week’s activities (if any) and estimate the amount of time devoted to each one. MAKE SURE YOU SAVE A COPY OF EACH REPORT.**

1. Research Activities \_\_\_\_1\_\_\_\_ Hours

(e.g., investigating API for xyz, searching the web for abc., …)

**Explain:**

Research about the UML Diagram

2. Out of class time meeting(s) \_\_\_\_8\_\_\_\_ Hours

**Explain:**

About 3 hours on Tuesday at 10 pm to fix our UML diagram and then another 5 hours on Friday to talk about our project and how every been doing

3. Documentation Activities \_\_\_\_1\_\_\_ Hours (other than code documentation)

(e.g., producing requirements document, test plan documentation, project related presentation, etc.)

**Explain:**

4. Design Activities \_\_\_\_\_1\_\_\_\_\_ Hours

(e.g. Producing System Architecture/Design, etc.)

**Explain:**

How im going to resize the screen with Gamemaker studio

5. Coding Activities (including code documentation) \_\_\_\_\_2\_\_\_\_ Hours

**Explain:**

Resizable screen

6. Testing Activities \_\_\_\_\_\_1\_\_\_\_\_\_ Hours

**Explain:**

Test some of our coding

7. Other Project Related Activities \_\_\_\_\_\_0\_\_\_\_\_ Hours

**Explain:**

8. Other Non-project Related Activities \_\_\_1\_\_\_\_ Hours

(e.g., reading for/preparing/**non-project related** in-class presentation/report)

**Explain:**

Play other games that make by GameMaker studio and learn from them

9. My project related planed activities for the coming week are:

I want to fix the resizeable screen so that it doesn’t not stretch the cards when drag the client out.