# **Progress Report: Tactical TicTacToe**

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| Team Name: Game Gurus | Date: 20th February, 2024 |
| Team Members: Nishit Patel, Meet Hasmukhbhai Patel, Yash Hingu, Shubham Patil | Reporting Period: Phase 2 |

## Phase 2 – App Architecture

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| **Highlights and Accomplishments** | What major tasks that have been completed in this phase of the project?  The team successfully taken decisions for the following architectural decisions required in the process of developing our gaming app called **“Tactical TicTacToe”:**  1. UI toolkit: **React Native Elements**  2. Navigation Strategy: **React Navigation**  3. Hardware: **None**  4. Database Storage: **Local (encrypted)** |
| **Challenges and Issues** | What challenges, issues, or obstacles did you encounter and how did you overcome them?   1. **Hardware Integration Decision:** Judging the need for a feature-rich hardware integration against the abilities of the team and the demands of the project. By limiting hardware integration, the team was able to reduce possible problems and concentrate on key features. 2. **Getting to Know UI Toolkit:** Overcoming the early obstacles in adjusting to React Native Elements, which calls for more work from the team in order to fully comprehend and utilise its capabilities. Overcoming these obstacles required cooperative problem-solving and knowledge-sharing sessions. |
| **Individual Contributions** | What did each member of the team work on in this phase of the project?   1. Yash Hingu: Oversaw the incorporation of React Native Elements and helped create an aesthetically pleasing user interface. Participates in the navigation strategy and hardware integration decision-making process. 2. Meet Patel: Worked together on implementing coding tasks, actively participating in knowledge-sharing sessions to overcome technical competence obstacles. Participated in the database storage decision-making process. 3. Shubham Patil: Contributed significantly to the UI design, making sure that the app's creative elements were aesthetically appealing. Helped make decisions on database storage and hardware integration. 4. Nishit Patel: Participates actively in group learning sessions to overcome his lack of technical knowledge. Limited the alternatives for decision-making so that the team could efficiently decide what our app needed and contributed to all decisions needed for this game. |
| **Team Plan for Next Phase** | What do you plan on completing in the next phase of the project?  Team’s next phase is making an UI mock-up which our team members have already started. In this phase we are planning to make the user interface similar to what we are building in our app. Also, we have started coding the app’s main functionality which is where to put cross and zeros and how the app decides who is the winner of this game, so we are coding all the winning possibilities. |
| **Individual Plan for Next Phase** | What do you plan on completing in the next phase of the project?   1. **Yash Hingu:** Oversee the resolution of issues pertaining to multiplayer functionality. Proceed to make improvements to the UI/UX. 2. **Meet Patel:** Concentrate on improving the coding implementations, especially the ones that deal with multiplayer features. Participate in continuing group learning activities. 3. **Shubham Patil**: Make sure the app maintains its eye-catching visual appeal by keeping improving the UI/UX design. Participate in brainstorming meetings pertaining to other coding problems that team is facing other than multiplayer functionalities. 4. **Nishit Patel:** To improve technical abilities even further, actively participate in group learning sessions. Participate in the ongoing design and implementation of database storage and navigation strategy. |