

Term Project
Weekly Report 1: 3/11/17

GitHub Repository:
https://github.com/SFSU-CSC-667/term-project-spring-2017-ivm_

Team Members:
Alex Aichinger
Maroun Abi Ramia
Vivian Lee
Ivan Yu

1. Upcoming Week's Schedule: March 11 - 18

Saturday, 3/11/17 from 12:00 PM - 2:00 PM at SFSU Library

- ☐ Weekly SCRUM meeting
- ☐ Create DB entity designs

Thursday, 3/16/17 from 9:00 AM - 2:00 PM at SFSU Library

- ☐ Work out technical details
- ☐ Set up environment

2. Contributions

- Alex Aichinger: 25%
- Maroun Abi Ramia: 25%
- Vivian Lee: 25%
- Ivan Yu: 25%

3. Completed Tasks

This week, we were able to accomplish having our daily SCRUM meeting and verifying the game that we will be making, Tank City. After completing seven wireframe diagrams, we continued hashing out different edge cases that we might encounter. The wireframe diagrams were scanned and placed in a shared Google Doc, and we included additional details about user interactions for each page. We also created PowerPoint slides and discussed what information to present during the Lightning Talk. After all documents were finalized, we scheduled our next SCRUM meeting.

4. Schedule for Previous Week: March 4 - 11

Saturday, 3/4/17 from 12:00 PM - 2:00 PM at SFSU Library

- ✓ Establish multiplayer game idea
- ✓ Suggest web application layout

- ✓ Create rough drafts for the wireframes

Thursday, 3/9/17 from 9:00 AM - 2:00 PM at SFSU Library

- ✓ Finish wireframe diagrams
- ✓ Insert wireframes and finish Milestone 1 Documentation
- ✓ Finish Lightning Talk PowerPoint Presentation
- ✓ Discuss technologies and frameworks that may be used