

# Weekly Report

**Team:** SushilsTheBest

**Team Members:** Zach Watkins, Logan Figgins, Frank Koutoulas, Derek Florimonte

**Project Github:** <https://github.com/SFSU-CSC-667/term-project-spring-2017-sushiisthebest>

**Date:** 5/13/2017

## Team Schedule:

As in prior weeks, three of our team members (Frank, Logan, Zach) will be meeting on Saturday to discuss and work on the project. Then during the middle of the week the other half of the team (Derek, Zack, Logan) will meet again. Various skype calls and internet communication between all team members will occur throughout the week.

This week I (Frank) along with Zack aim to continue working on setting up and templating out the pug/css for the front-end of our web application. We made great progress from last week, having almost all the pages fully designed. In addition, Logan and Zack will be working together to hook up parts for the front end to the back end, and fix any discrepancies in naming conventions between our front and back end code, if any.

Logan has completed our login authentication process as well as sign-up process so I will now be working on hooking up this authentication process to our front-end design. In addition, we hope to have our character select / creation screen, game lobby, sign-up and login pages all completed by the end of this week. Logan working along side Derek is also working on the logic of the actual game. They have been working on it for a couple of days and made great progress on the backend of the game. While Zack and I (Frank) are working on the game page.

A lot of our schedule is tentative as we are hoping to get a lot of the game core mechanics working this week but, we are unsure of the snags and hookups on coding we may face as we begin to dive into creating the actual game itself. Therefore, while we hope to have this all completed by the end of the week it really comes down to how much time we can spend developing versus troubleshooting issues. Also everyone has different schedules, so it's hard to get together and hash everything out.

## Team Contributions

Zach Watkins – **25%**

Logan Figgins – **25%**

Derek Florimonte – **25%**

Frank Koutoulas – **25%**

**Completed Previous Week:**

Log in page (Front-End)  
Registration Page (Front-End)  
Game Lobby Page (Front-End)  
API Endpoints Submission  
More Front-End Graphic Designs  
Login Authentication Process  
Sign-Up Process

**4. Schedule for the previous week, with checkboxes, clearly checked for those items that were completed.**

**Done** - Graphic Designs Created (More Pages Designed)

**Done** - Game Sound Asset Creation

**Done** - Game Resource Creation

**Done** - Front-End Programming (PUG/CSS)

**Done** - API Endpoint Development

**Still Working** - Game Balancing

**Still Working** - Actual Game Backend