Weekly Report

Team: SushiIsTheBest

Team Members: Zach Watkins, Logan Figgins, Frank Koutulas, Derek Florimonte

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

Date: 4/7/2016

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 as well.

Our team's agenda for this week is to first entirely finish the front-end wireframes and designs of the webapp and finalize everything so that for the remainder of our allotted time for the project we can devote to developing and hooking up back-end with the front-end. I, Zach Watkins, and Frank Koutulas will be in charge of front-end development, Frank has done the wireframing for the various iterations of the game's UI, and then I have taken those wireframes and based off of our teams group feedback on theme, layout, etc. have begun the development process for the front-end graphics. Once this is fully completed we will do one more final check to make sure everyone agrees on the layout, front-end functionality, theme, etc. and from here I will then begin mocking everything up using pug(jade) and Sass.

Once this process is complete our next major milestone will be to link all of this to the server using node and express. As of right now, we are currently about 75% through the design and are awaiting some final feedback from group members during our next meeting before we finalize the design and I proceed to the step of completing all the front-end functionality i.e. the html/css and possibly some of the JavaScript connections.

Team Contributions

Zach Watkins **– 25%**

Logan Figgins **– 25%**

Derek Florimonte **– 25%**

Frank Koutulas **– 25%**

Completed Previous Week:

Entity Design Submission

Entity Update Submission

Wireframes Re-Design V3

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

☒ Wireframe Full App Mock-Up 3rd Revision

☒ Database Heirarchy Established and Database Updated as per new design specs

☐ Game Sound Asset Creation

☐ Game Resource Creation

☒ Design Mockups

☒ Menu Screens (Characters Select, Experience System)

☒ Intro Screen

☒ Profile Screen

☒ Sign Up Screen

☒ Lobby Waiting Screen

☐ Front-End Programming (HTML/CSS)

☐ Back-End connect to Front-End Completion

☒ Game Balancing

☒ MileStone 3 Completed