

Weekly Report

Team: GottaHackEmAll

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

Project Github: (Still Having Add Team Issue Please See Email)

Date: 3/18/2016

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 the week is to first complete the wireframe process (we made some major changes to our project which requires a re-structuring of our wireframes) then I (Zack) and Frank will be designing the front-end of our webapp so as to lock down exactly what our project is going to look like, the features it will have, and just to give us in general a better overview of what we will need to program on the backend. Next, our plan is to familiarize ourselves with Postgres and Node.js and then to begin work on setting up our database correctly as well for the next milestone submission as well as in order to begin to populate the database with testing data and then link it to our newly designed front-end

Team Contributions

Zach Watkins – 25%

Logan Figgins – 25%

Derek Florimonte – 25%

Frank Koutulas – 25%

Completed Previous Week:

Initial Wireframe

Initial Project Setup

Group App Game Mechanic Discussions

Database Wireframe

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



Wireframe-Revamp

- ☒ Database Heirarchy Established and Database Created
- ☐ 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