

Weekly Report

Team: SushilsTheBest

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

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

Date: 4/22/2017

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 (Zack) along with Frank aim to continue working on setting up and templating out the pug/css for the front-end of our web application. In addition, Logan and I 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. Derek is working alongside Logan to help in accomplishing this goal. We are also heavily working on the game programming itself now, as well as continuing to implement our mini-games for the main game. Next week, we hope to work solely on the main game itself and implementing its design, core mechanics, endpoints, etc. and have everything else (sans a few mini-games and design aspects) completed, functional, and (hopefully) mostly bug-free.

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.

Team Contributions

Zach Watkins – **25%**

Logan Figgins – **25%**

Derek Florimonte – **25%**

Frank Koutulas – **25%**

Completed Previous Week:

API Endpoints Submission

More Front-End Graphic Designs

Pug Templating

CSS Styling

Login Authentication Process

Sign-Up Process

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

- ☒ Graphic Designs Created (More Pages Designed)
- ☒ Game Sound Asset Creation
- ☒ Game Resource Creation
- ☒ Front-End Programming (PUG/CSS)
- ☒ API Endpoint Development
- ☐ Game Balancing