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: 4/14/2017

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) aim to complete most and/or all of the front-end designs. Unfortunately, we needed to make a couple changes to the way the game plays, so I have had to make changes to a few things before completing the designs. In addition, now that we have our API endpoints mapped out we will more easily be able to start creating new parts of the backend. I will also begin work on creating the pug/css files for every page but, will probably not be able to finish this week.

This week we all aim to dive more deeply into learning the ins and outs of the express framework. In addition, we are trying to learn passport.js for our user authentication which will allow us to have both a regular login and perhaps a Facebook login for our app as well. We aim to also begin to program the mini-games individually in pug/css/javascript for that aspect of our game. Most of the mini games can be completed to a large extent without needing to connect them to the server/database with node.js and express framework until the last step so we should be able to at least start these this week.

Team Contributions

Zach Watkins **– 25%**

Logan Figgins **– 25%**

Derek Florimonte **– 25%**

Frank Koutulas **– 25%**

Completed Previous Week:

API Endpoints Submission

Front-End Graphic Designs

Database Updates

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

- [x] Graphic Designs Created (Partial)
- [x] Database Updated
- [x] Game Sound Asset Creation
- [ ] Game Resource Creation
- [x] Front-End Programming (HTML/CSS)
- [ ] API Endpoint Development
- [x] Game Balancing
- [x] Milestone 3 Completed