

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: 5/20/2017

Team Schedule:

Logan and Zack worked mainly together to connect the front-end and the backend, they were working on multiple aspects of the game. Including little changes to the backend to make things more efficient.

This week I (Frank) along with Derek worked together on the presentation and also on the documentation. We had to explain our thought process in creating the project from the first week we started to the last week.

The documentation also had to explain the layout of the project, all the way from the database being put together. To the multiplayer being explained, Logan was a big help in explaining certain aspects of this to Derek and I.

Logan and Zack also cleaned up the pages for the web application, they worked side by side during this. While Derek and I (Frank) worked on the documentation and the presentation we had great teamwork throughout the entire project and especially this week.

Also core mechanics of the game have been touched upon with the entire group putting in effort to make it better.

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 - Documentation

Done - Presentation

Done - Game Mechanics

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