Project Vulpix

Weekly Progress Report #3

2/5/19 - 2/12/19

This weekly summary report for the third week of Project Vulpix will describe the progress of the team as well of each individual member. It will also describe the problems encountered last week and the solutions the team agreed on, as well as what is planned for next week.

Last week we worked on a good bit of the core mechanics that we needed to preform the work we started this week. We cleaned up the code and used a more organic object oriented based approach. We developed the Card class and set the attributed and member functions needed to use the Card class.

This week we have built upon the work we did last week. We started working on the turns for the game. In the Pokemon Trading Card Game each player takes turn performing actions. We listed the actions that could be performed in our Week 3 presentation, these included attacking, playing trainers, and attaching energies. We began to work on the functions for those actions.

There are 4 different types of Trainer cards, Supporter, Item, Tool, and Stadiums. For Supporters we had to create a Boolean that keeps track of whether the player used their one supporter or not. We reset this Boolean to False at the beginning of that player turn. We search through the player hand and find a supporter card if they have not played one yet. If a supporter

is found a function is called to play the supported, playSupporter(). The playSupporter() function is passed the index of the card in the playerHand list (or array if not familiar with python terminology). The playSupporter function searches for the card using the index. When found it calls the function relating to its effect. Unfortunately, we haven't created the functions related to the effects yet. We plan to have that implemented for next week. When the card is played we pop it from the list playerHand and append it to the list playerDiscard, signifying that it was played. The playItem() function works a lot like the playSupporter() function but it doesn't have the same limits on the amount of items you can play. The playStadium() function at it's core works like the other two, but has some differences. Stadium cards stay in play until removed and cannot be played if a stadium card has already been played with the same name. So, if we have a stadium named Forest of Giant Plants, see Week 3 PowerPoint for picture, and we cannot play a stadium from our hand also called Forest of Giant Plants. Also, stadiums can only be played once per turn. To implement this, we also have a Boolean to keep track if we have played a stadium card this turn. If not, we then check to see if we have a stadium in our hand. If we have a stadium in our hand and have not played a stadium then we check the name of the stadium in our hand and compare it to the stadium in play. If they are different, we check the ownership attribute on the stadium card in play and send it to the owner's discard. After the stadium is discarded, we pop the stadium from the player's hand and append it to the list called stadium. This week we also fixed some bugs and errors in logic, but we can't really remember what they were. Just the normal stuff. It should be documented in the github commits if you are curious.

Next week, we want to focus on finishing the actions of a turn. We need to implement attaching of Tools and Energies. We also want to work on getting the attack and effects working. We have a lot of work to go on getting those two features working so it will be a whole team

effort. We aren't exactly sure how we are going to implement them, but we are going to hash that out early and focus on doing the coding the rest of the week. We will also finalize the win conditions if we can get the attacks and effect done. We started win conditions this week but hit a wall because we didn't have attacks in the game yet. If all goes well, we should be done with the game mechanics next week or the following week. Currently, we are still on schedule. We began work on a new website, https://projectvulpix.weebly.com, and should be finished adding the game information you requested next week.