Project Vulpix

Weekly Progress Report #1

1/23/19 – 1/30/19

This weekly summary report for the first week of Project Vulpix will describe the progress of the team as well of each individual member. It will also describe what is planned for next week.

During the first week of this semester we started to put the work from last semester into practice. Andrew was able to get an early start on the deck list importing feature over the break. We were able to get a good start on the game engine this week as well. We also were able to set a timeline for our project, shown in the form of the Gantt chart. We finalized the roles for the different parts of the project. We will detail these milestones further in this paper and layout the plan for next week.

Chris created the Gantt chart based on the planned progress of the project. We tried to give ample time to finish all the different parts while still finishing on time. Our Gantt chart is considered finalized, but there may be some tweaking as we go along. We determined that Andrew and Chris are going to focus on getting the game engine up and running. Adlene and Matt will focus on getting the database up and running.

Andrew got about 75% of the deck list import feature completed. Unfortunately, that is all the further we can do for that feature until we get the database feature up and running. The import feature relies on the database to get the data about the cards being imported. Importing takes a file that contains a deck list and parses the information needed for our program, card

name, the set number, and the set symbol of the cards. The feature will then query the database to find the rest of the information about the cards, like the card's stats. The stats will then be converted into a card data structure to be used in our program. We were able to get everything done up until the database query. This feature is not required to progress, so it will sit on the back burner until we get the database operational.

We got started on the game engine this week. We are about 30% done with the game engine. Most of the setup sequencing is completed. The engine can randomize the decks, draw cards from the deck, set up the game board, and a few checks. So far, the feature is all working and ample testing has been done to find bugs in these features.

Next week Chris and Andrew will focus on coding continuing the work on the game engine. We would like to have the turns done next week. With the setup and the turns completed we will be about 85% done with the game engine, which will have us about 2 weeks ahead of schedule. We need to finalize the structure of our "card" data structure. Last semester we choose to do it will classes. While working on it we ran into a bit of a snag with the class. We discussed different options this week and will vote on them next week. We would also like to have Matt and Adlene get started on planning out the database, so we can start to implement that on time.