Monkey Barrel

Unit 3 Status Report

Date: May 6, 2022
To: Bradley Fulk
From: {Angela Chung, Srushti Chaudhari, Ritam Chakraborty}

Subject: Status Report 2

Accomplishments:

	Finished	Ongoing	Issues
Angela	Define Card / Deck Classes, Begin GameState	Changes to GameState and Player Classes	Sometimes unsure of which methods to go in which class
Ritam	Able to fully send data to client and user, was able to update UI effectively, some functionality added to GameState	Encrypting and decrypting messages, getting the game to actually work	Adding something to the gui very easily breaks it, code is really starting to get complex
Srushti	Class diagram and formatted structures, ActionListener for UI	Graphics and conditional formatting for user interfaces	Implementation with Java's tables, ActionListener not functioning

Problems/Risks:

	Risks	Possible Solutions	
	Flow sometimes unclear - which method in which Class	Make Class flowchart diagrams	
	The Server is very volatile, errors are hard to figure out since error messages usually aren't that helpful	Add and test code in chunks (slowly and gradually)	

	Risks	Possible Solutions	
	ActionListener not functioning as expected	Finding exceptions and anomalies in code, testing each chunk to see which part is malfunctioning	

Next Steps:

	Deadline	Plans	
Angela	5/8 5/13	Finish GameState and Player classes Finish rule implementation + Server code	
Ritam	5/13 5/20	Make the Server functional without errors (players can freely send information to each other) Finish javadocs add things like sound effects/images	
Srushti	5/13	Finish coding basic graphics (cards) and creating functions through ActionListener	