Monkey Barrel

project:**Wombat**

Unit 3 Status Report

Date: May 20, 2022
To: Mr. Fulk
From: Ritam Chakraborty, Angela Chung, Srushti Chaudhari

Subject: Status Report Week 3

Accomplishments:

	Past Tasks	Finished	Issues
Ritam	- Getting server and client to function properly - Getting GUI to properly interact with the server on multiple threads - Integrating special card effects and other effects to coordinate with the server	- Special card functionality - Users properly take turns - Error screen when server is disconnected - Removing and adding players to the game when left or joined	- Random bugs where certain cards are unplayable for some reason when playing certain cards - Seem to have fixed itself, not sure what caused it or solved it
Angela	- Turn-based implementation (for multiple players) - Functionality for Special Color Cards - Test & finalize turn based play - Debug errors related to gameplay	- Differentiation between users - Functionality for special color cards (+2, +4, skip, reverse) - Changed / improved parts of overall flow - Fixed some minor bugs - Animations for Cards when played - Scrollbar for extra Cards - can display a lot	- Made a lot of changes to different parts and versions of code - merging was challenging - kept running into bugs (adding cards to self, had to move things to another class) - Sometimes difficult to test due to randomized generation

| Srushti | - Find and work sound effects
- Implement Uno functionality
- Fix panel resizing issues and adjust hand to hold more cards | - Find sound effects
  - get audio file input and play when appropriate
- settings in the menu bar | - Layout issues for implementing uno, which involves a layered pane
- resizing with layers breaks other components |

Problems/Risks:

	Problems	Possible solutions
Srushti	Handling exceptions caused by displaying certain panels within different layouts, awt thread exceptions, sizing issues, finding copyright-free sound effects	using Absolute positioning, implementing component listener to change component bounds as player resizes.
Angela	Ran into lots of bugs when trying to implement new functions (Index out of bounds, turns sometimes not working)	Go step-by-step and figure out which lines of code aren't working Debug bit by bit and improve overall logic of code Create specific testing situations to test out corner cases
Ritam	Not really any problems at the moment except for the small uncertainty about the bug, not sure if it is completely gone	Test frequently using different strategies and different cards with a different amount of players

Next Steps:

	Deadline	
Ritam	5/21/22	- Help others with anything, just try to get the whole game working - Work on project specification and javadocs - Start building a presentation
Angela	5/21/22	- Animations for dealing out cards if time allows - Assist in debugging all remaining bugs - Start working on documentation and organizing final presentation

Srushti	5/21/22	- Finish game aspects
		  - fix problems caused when other buttons are clicked (with layers)
		  - overlap/add cards under existing cards to fit all when max-width is reached
		- unfinished javadoc comments