

## Unit 3 Status Report

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Date: May 13, 2022

To: Mr. Fulk

From: Ritam Chakraborty, Angela Chung, Srushti Chaudhari

Subject: Status Report Week 3

### Accomplishments:

	Past Tasks	Finished	Issues
Ritam	Making the server and client able to send messages to each other, and being able to do things based on those messages	<ul style="list-style-type: none"><li>- Updating the game state properly, able to send information of what card is played</li></ul>	<ul style="list-style-type: none"><li>- Game state is not thread safe, found other errors don't know how to fix or what is causing it</li></ul>
Angela	Changes to GameState and Player Classes	<ul style="list-style-type: none"><li>- Turn-based implementation (for multiple players)</li></ul>	<ul style="list-style-type: none"><li>- Loss of time due to AP exams</li><li>- Unsure of how to work with GUI or Server</li></ul>
Srushti	Graphics and conditional formatting for user interfaces (rules, hand, gameboard behaviors during the game)	<ul style="list-style-type: none"><li>- Basic GUI for GameBoard (can display all cards and deck on white background + cards are selectable)</li></ul>	

### Problems/Risks:

	Problems	Possible solutions
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Srushti	Problems updating the display parts that work with the networking aspect of the project	Research into GUI + test different parts related to networking
Angela	Lack of understanding of changes to GUI and Server due to lost time, trying to figure out how to work with the card objects	Review code and ask groupmates for information on new functionalities, devote weekend to trying to implement specific card behavior
Ritam	I cannot update the Game state from multiple threads at this moment since it is mutable. Also there seems to be a connection error specifically when playing cards.	Ask for outside help, try changing my server system (unlikely), just debugging until I hope I find the issues, learning how to create thread safe objects

## Next Steps:

	Deadline	
Ritam	5/20	<ul style="list-style-type: none"> <li>- Be able to actually finish the game - finalize playability (not totally functional maybe...)</li> <li>- Write documentation on rules / functions</li> </ul>
Angela	5/15  5/20	<ul style="list-style-type: none"> <li>- Functionality for Special Color Cards</li> <li>- Test &amp; finalize turn based play</li> <li>- Debug errors related to gameplay</li> </ul>





Srushti	5/20	<ul style="list-style-type: none"><li>- finish rules page</li><li>- fix other elements that are having problems</li><li>- finish debugging</li></ul>
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