

## Status Report

Date: April 29, 2022

To: Mr. Fulk

From: Ritam C, Angela C, Srushti C

Subject: Status Report April 25, 2022 - April 29, 2022

### Accomplishments:

- Angela - Finished planning the functionality of the game
- Ritam - Created the server and finished writing input and output code
- Srushti - Learned GUI, and displayed the frame

Problems/Risks: {What problems occurred or what risks exist that may affect the delivery schedule of the product?}

- Angela - had some trouble figuring out which classes/objects used each other and how they were connected / what methods to use
- Ritam - Figuring out that IP address changed which caused bugs like not allowing other computers to connect
- Srushti - Mainly researched, so didn't face any problems

Next Steps: {What will you be doing during the next week?}

- Angela - Finish implementing all Card classes + start on Game functionality
- Ritam - Contribute to the game logic to support the networking
- Srushti - Work with GUI to display the starting elements and add functional interaction