The main focus of iteration 4 was to create a very simple bingo game. To accomplish this we worked on four main things: Game logic, add words to a list, join (a public game), and a create game method. Our add words feature allows a user to add words to a bingo game by combining existing lists or simply adding words manually. Of course, adding words to a list is only useful if we can set up a game. One of the big things we accomplished in iteration 4 was the GUI. Our main focus was figuring out auto layout, which allows us to place the buttons appropriately. Once we have the buttons down, we have to make sure that the logic of the game is in place. This was relatively simple, as all we had to do was look for horizontal, vertical, diagonal matches of five.

In iteration 4 we worked on the basics of the game. In iteration 5 we plan to polish it up a bit. That is, we wish to construct private games, the ability to leave a game, and get social consensus working. The end result is that our app would have its basic functionality. Social consensus will be difficult because we will have to interact with the server in real time.

In iteration 6, we plan to take care of chat, user profile, victory sounds, and anonymized names. This is not crucial to gameplay, it is merely add on to make the game nicer.