

Report for Week #5

Group: 15

Date: February 23, 2025

Location: Flagstaff, AZ

Present participants: Tyler Sturm, Daniel Arden, Brodrick Martinez

Missing participants: N/A

Project repo: <https://github.com/TylerSturm/cs386-Project>

1. Activity Summary

Tyler: Committed card pictures to be used as sprites in later development.

Daniel: Committed code for a game for blackjack to the repo, which can be used as a base game or other.

Brodrick: Worked on ideas for the side mini games, and how they could work, was sick this week so not able to do much.

2. Retrospective

1. Appreciations: Tyler recommended moving to Unity since he has experience with it, since Godot was not working for us.
2. Successes: Game logic seems to work.
3. Failures: We are having to take a step back and move to a different software because we have not used Godot.
4. Barriers: Godot is proving to be difficult because we have not used it in the past.
5. What we should try next time: We are planning to switch to unity, as we have precious experience with it.

3. Next steps

Tyler: Combine blackjack logic and sprites to create a bare bones game.

Daniel: Move code to the new software we are using, and continue to work on the blackjack game to add a betting system.

Brodrick: Continue work on side games and how to connect them to card games, and also main card games work.