

Cards Against Telegram (Team 03)



Key achievements in the last week

- Decided on a limit for game length (10 minutes)
- Decided on a limit of players (4 players total)
- Created a working prototype for Entity 001 (Black Cards) that reads prompt inputs and prints them on a black card image to distribute to players
- Began design for Entity 004 (Game Over Screen)
- Successfully distributed values of Entity 002 (White Cards) to players

Key planned activities for the next week

- Continue reading JSON values into a data structure
- Continue Entity 001 (Black Card) Design
- Continue Entity 002 (White Card) Design
- Begin to incorporate Czar cycle into game logic
- Begin to develop game for single player

Project Metrics

New Issues/Risks Captured

Status

Y

Scheduled Tasks

G

Issues/Risks Resolved

G

Stakeholder Management

G

Overall Status

G

Plan to keep/ get project to Green status

- Must continue:
 - Game logic development
 - Lobby logic management
 - Entity development and design
 - Game UI design

Key risks / issues / scope changes

- Issues currently being resolved:
 - Design for Entity 004 (Game Over Screen)
 - Slightly behind schedule
 - Game UI design: Figuring out how to display the game to the player
 - Lobby logic management: Creating and joining a lobby, inviting others, choosing card packs, and starting the lobby
 - Game logic implementation: picking Czar for each round, keeping track of scores

2/ 3/ 2017

Legend: Green G Yellow Y Red R