

# Cards Against Telegram (Team 03)



## Key achievements in the last week

- Began Unit Test 001 (Black Card Design)
- Began Unit Test 002 (White Card Design)
- Began to incorporate Czar cycle into game logic
- Continue developing game for single player
- Began designing a way for the Czar to pick a winner for each round
- Began designing Entity 003 (Leaderboard) Design
- Began designing Entity 004 (Game Over Screen) Design
- Began designing Entity 005 (Winner of Turn Screen) Design

## Key planned activities for the next week

- Begin to expand the game to include multiple players
- Begin to run C.A.T. tests for game logic
- Begin initial tests for single player with the bot

## Project Metrics

New Issues/Risks Captured

## Status

Y

Scheduled Tasks

Y

Issues/Risks Resolved

G

Stakeholder Management

G

## Overall Status

Y

## Plan to keep/ get project to Green status

- Must continue:
  - Abstracted command system bean and registration
  - Game logic development
  - Lobby logic management and creation logic
  - Entity development and design

## Key risks / issues / scope changes

- Issues currently being resolved:
  - Making an abstract command class with these fields:
    - command, description, help text, aliases
    - boolean abstract execute (TelegramBot bot)
    - system for registering these commands
  - Code to start creating a lobby: Lobby name, card packs, finished
  - 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. displaying cards

2/ 16/ 2017