

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
- Made an abstract command class with these fields: command, description, help text, aliases
 - boolean abstract execute (TelegramBot bot)
 - system for registering these commands

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:
 - Game logic development
 - Lobby logic management and creation logic
 - Entity development and design

Key risks / issues / scope changes

- Issues currently being resolved:
 - 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

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