Cards Against Telegram (Team 03)

Key achievements in the last week

- Developed game for single player
- Designed a way for the Czar to pick a winner for each round
- Designed Entity 003 (Leaderboard) Design
- Designed Entity 004 (Game Over Screen) Design
- Designed Entity 005 (Winner of Turn Screen) Design
- Continued expanding the game to include multiple players
- Continued running C.A.T. tests for game logic
- Continued initial tests for single player with the bot
- Implemented /leave, /help, /info, and /join commands
- Finished lobby logic implementation: inviting others to a lobby

Key planned activities for the next week

- Prepare presentation
- Finish game logic and single player tests
- Finish expanding the game to include multiple players
- Begin to run tests for multiple players
- Make sure cards appear in random order
- Discuss requirements that are future considerations
- Group live demonstration

Project Metrics	Status
New Issues/Risks Captured	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 implementation
    - Initial tests for multiple players

Key risks / issues / scope changes

- Issues currently being resolved:
    - Implementing /startgame command
    - Game logic implementation: picking Czar for each round, keeping track of scores, displaying cards
    - Lobby logic implementation: choosing card packs
    - Adding hardcoded userIDs to admins

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