Cards Against Telegram (Team 03)

Key achievements in the last week

- Incorporated Czar cycle into game logic
- Continued developing game for single player
- Continued designing a way for the Czar to pick a winner for each round
- Continued designing Entity 003 (Leaderboard) Design
- Continued designing Entity 004 (Game Over Screen) Design
- Continued designing Entity 005 (Winner of Turn Screen) Design
- Began to expand the game to include multiple players
- Began to run C.A.T. tests for game logic
- Began initial tests for single player with the bot

Key planned activities for the next week

- Continue development for single player and multiple players
- Finish design for the following: Czar picking winner, Entity 003, Entity 004, Entity 005
- Continue tests for single player and C.A.T. logic
- Begin initial tests for multiple players
- Make sure that cards show up in random order
- Prepare presentation

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
  - Entity development and design
  - Lobby logic implementation

Key risks / issues / scope changes

- Issues currently being resolved:
  - Implement /start, /leave, and /join commands
  - Implement /info command showing the player's current info
  - Game logic implementation: picking Czar for each round, keeping track of scores. displaying cards
  - Lobby logic implementation: inviting others to a lobby, choosing card packs

2/ 23/ 2017