

Cards Against Telegram (Team 03)



Key achievements in the last week

- Made progress on developing game for single player.
- Finished reading JSON values into a data structure
- Finished Entity 001 (Black Card) Design
- Finished Entity 002 (White Card) Design

Key planned activities for the next week

- Begin to incorporate Czar cycle into game logic
- Continue developing game for single player
- Begin designing a way for the Czar to pick a winner for each round
- Begin designing Entity 003 (Leaderboard) Design
- Begin designing Entity 004 (Game Over Screen) Design
- Begin designing Entity 005 (Winner of Turn Screen) Design

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:
 - Abstracted command system bean and registration (*New)
 - Game logic development
 - Lobby logic management and creation logic (*New)
 - Entity development and design
 - Game UI design

Key risks / issues / scope changes

- Issues currently being resolved:
 - (*New) Making an abstract command class with these fields: command, description, help text, aliases
 - boolean abstract execute (TelegramBot bot)
 - system for registering these commands
 - (*New) Code to start creating a lobby
 - 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

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