

Cards Against Telegram (Team 03)



Key achievements in the last week

- Finished expanding the game to include multiple players
- Finished running C.A.T. tests for game logic
- Finished initial tests for single player with the bot
- Began to prepare presentation
- Implemented /startgame command and incorporated timing into game logic
- Implemented a way to pick the Czar for each round
- Added hardcoded userIDs to admins
- Made sure cards appear in random order
- Began user and system manuals
- Implemented a way to display white cards and keep track of scores

Key planned activities for the next week

- Discuss requirements that are future considerations
- Finish preparing presentation
- Group live demonstration
- Finish user and system manuals

Project Metrics

New Issues/Risks Captured

Status

Y

Scheduled Tasks

Y

Issues/Risks Resolved

G

Stakeholder Management

G

Overall Status



Plan to keep/ get project to Green status

- Must continue:
 - Presentation preparation
 - User and system manuals

Key risks / issues / scope changes

- Issues currently being resolved:
 - How to display presentation content using bot