CI 103 - Team Profile

Complete the information below for your project. This will inform the instructor about how teams are organized and/or changed. Note that team membership changes are subject to final approval by the instructor.

Team

Lab section: 060

Team Number: 03 (Use the same team number from CI102)

Team Members and Roles

List the full name and user ID of every member of your team. Assign initial roles that team members will play. Team members without specific roles should be assigned as "Developer".

Name	User ID	Role
Jessica Hoban	jrh379	Project Manager
Amir Omidi	aao53	Telegram Backend
Balaji Lakshmanan	bsl39	Telegram Backend
Sagar Patel	srp324	Website Backend
Tanfe Aderemi	aa3786	Website Frontend

Describe your project below (150 – 300 words):

Cards Against Telegram is an implementation of the popular game, Cards Against Humanity. We will implement an interface to play Cards Against Humanity in Telegram. The user will be able to select card packs, invite other players and see global statistics online.

The motivation for this project is that, since chatbot games are gaining popularity and momentum, there is a public demand for this project. Our target audience is people in their late teens.

Using telegram's Bot API, we will create an application-based "Cards Against Humanity" in it. We can also possibly implement a personal and group scoreboard accessible via the web that syncs with the app.

We will be using a Bot that can be added to the group chat and then all members of the group chat will be able to play the "Cards Against Humanity" game. We also plan to have a customized keyboard with just the values of the cards, such that the user will just have to click on it.

Describe the results of your CI 102 prototype below: (Answer questions such as: did your prototype work as expected? Did your prototype influence how you will build your final product? Will you re-use your prototype or will you discard it? 150-300 words)

Through our prototype, we intended to store the cards for anytime use during each game. To do this, we decided on a language to use that was relevant to the storage of the cards. Based upon the most efficient way to not only pull the cards to be handed out to players, but also to store new cards quickly, we decided on using Java to store the card as objects with attributes associated with a card pack we found online stored in JSON. This was after finding out about Google's GSON.

This was done by making a CardsAgainstTelegram class that would connect to the TelegramHandler class to login to Telegram. Within /L8/CardsAgainstTelegram/src/main/java/xyz/cardsagainsttelegram/bean are the file classes regarding the Pack, CardType, etc. Doing this, we expected to not only be able to easily convert cards in JSON format to Java objects for quicker use in other classes, but also expected to learn how to use an open source API that will allow us to do this for us rather than doing this ourselves.

All in all, our prototype went as expected. Also, as this method was successful, our final product will most likely reflect the techniques used in our prototype. In other words, we will be re-using our prototype.

We will discuss open and unknown issues in the subsequent section of this team profile.

Identify the open issues and/or technology gaps related to your project: (100-300 words)

In regards to open issues, the team has not decided whether or not to abandon the Global Statistics feature. The feature, based on our work with the prototype, is seen as superfluous, as the game is designed to be played by people who already know each other; therefore, a global statistics feature is not needed. An alternate solution would be to keep track of the users highscores-without displaying them in a publically viewable platform- and then pair together other highscore users, creating a social discovery feature in the game. This feature is in the "Out of Scope" realm of the project.

We have not encountered any technology gaps as of now.