

Team TreeHouse3

Team Lead: Prabhleen Bagri

Members: Abhinav Selvaraj, Ken Ho, Breanna Chi

Project: Who's That Pokemon

Github Repository: <https://github.com/wen1225/whos-that-pokemon>

Job Assignments(4/16-4/23)

- Abhinav: Created visual indicator for correct/incorrect Pokemon. Working on automatically routing to next question after answer selection.
- Breanna: Researching how to create a lobby for multiplayer use
- Ken Ho: Completed routing in the gameover page and created rules page. Continue fixing front-end bugs. Attempting to host front end with Netlify.
- Prabhleen: Modifying logic on point counter

Milestones:

1. Milestone 1, 2/12 (Completed): Finalize tech stack, setting up development environment, and wireframe for front-end UI.
2. Milestone 2, 2/26 (Completed): Complete basic CRUD database operations, Starting home page UI, and begin single player functionality
3. Milestone 3, 3/12 (Completed): Continue working on single player functionality, and finalize frontend design.
4. Milestone 4, 3/26 (Completed): Continue single player functionality, continue developing frontend
5. Milestone 5, 4/16 (Completed): Finish single player functionality, start multiplayer functionality
6. Milestone 6, 4/23 (Completed): Completed working prototype

Tasks to be continued:

7. Milestone 7, 5/7 (In Progress): Full deployment(including multiplayer functionality)

Technologies

Frontend: HTML, CSS, React

Backend: Java, Spring Boot, MongoDB (database)

Version Control: Git/Github

Updated docs to repo:

- ☒ docs/expert_users
- ☒ docs/app_users
- ☒ docs/developers
- ☒ /pub
- ☒ README

Task Completed by the Team this week:

- Fixed styling issues and made display responsive to all screen sizes
- Incorporated rules page before found starts
- Implemented round counter and round limit
- Implemented synchronized point counter
- Pokemon in the bar are all now unique from one another

Instruction to Verify Progress: Please refer to the expert_user documentation in our GitHub repository to set up the project on your end and verify the progress