

## **Team TreeHouse3**

**Team Lead:** Breanna Chi

**Members:** Abhinav Selvaraj, Ken Ho, Prabhleen Bagri

### **Project: Who's That Pokemon**

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

#### **Job Assignments(4/9-4/16)**

- Abhinav: Hosted backend on ec2 instance, added a slight audio delay, and added 300 Pokemon to DB
- Breanna: Helped implement the new counter logic and feature
- Ken Ho: Implemented rules page and page reroute for single and multiplayer mode. Finished responsive design for singleplayer
- Prabhleen: Worked on end page and point system

#### **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

#### **Tasks to be continued:**

6. Milestone 6, 4/23 (In-Progress): Completed working prototype
7. Milestone 7, 5/7 (Tentative): 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:**

- Routed home page to gameplay page
- Finished end page
- Fixed styling issues and made display responsive to all screen sizes
- Implemented round counter and round limit
- 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