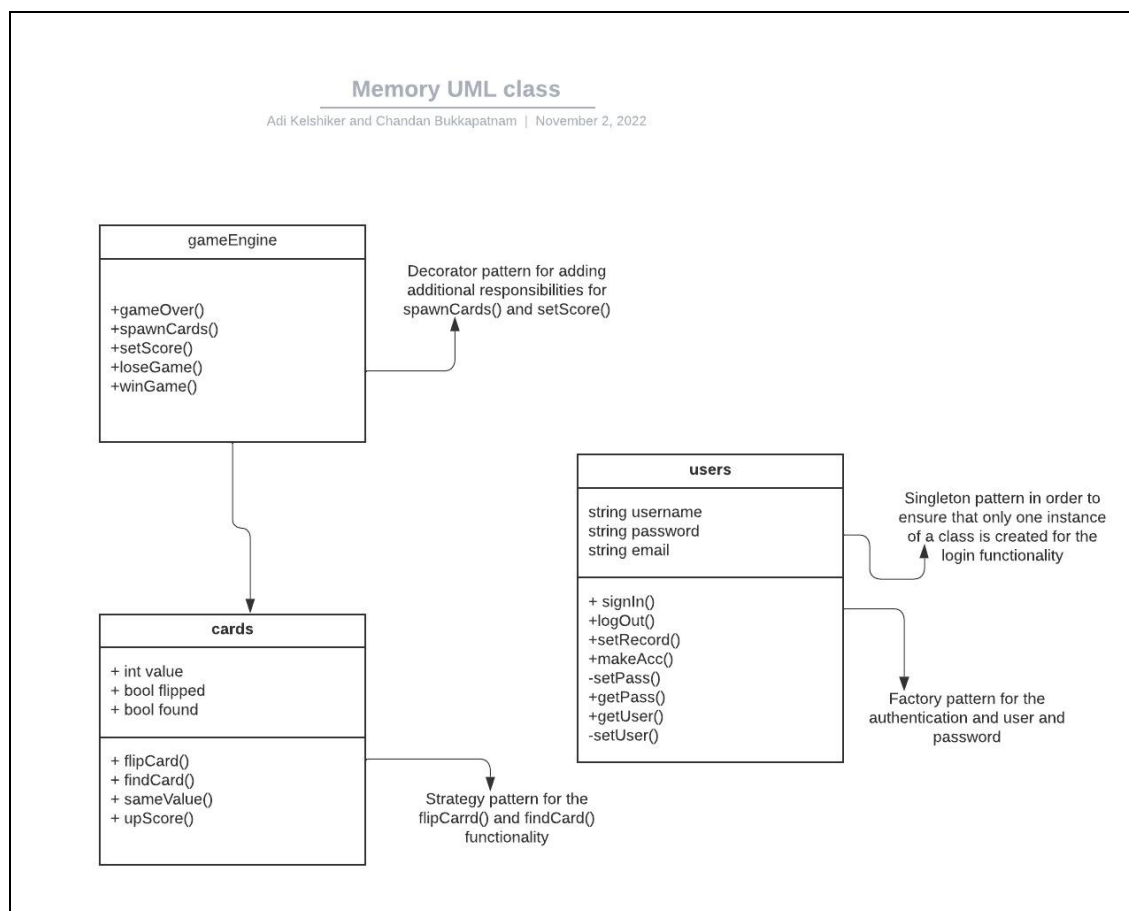OOAD Project 6
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Card Memorization Game

Status Summary:
So far we have worked on the rough draft of the code as in have the basis of the code set up. The code so far has the basic functionality of the program itself, but still needs work on the backend for the database and the login page. From this point, we need to work on the login page, building on the levels, and the database, AstraDB to push the users. Our approach completely changed as we first wanted to use a command line interface instead of implementing it with pictures and making it an actual interface like we switched to. We thought this would be a better use for it through python as it would allow us to make the project more user-friendly. We at first, wanted to use strategy, decorator, and factory, but now with our new uml diagram and other progress we realized we also needed singleton, so we have added that to the updated uml diagram. We haven't implemented factory and decorator patterns but plan on doing so.

Class Diagram:

Plan for the next iteration:
For the final iteration, we need to work on the login page and the database and then we will have a final product done as the levels, login, design, and database will be done. We also have changed the design patterns from abstract and singleton solely and we have now changed to singleton, decorator, and command patterns. We hope to have the full functionality done by 12/7.