EC327 Final Project

Project Timeline

Team: Probable-broccoli

Members: Sally Shin, Zachary Tan, Aryaman Gupta, Fariza Tasnim, Bora Bulut

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| Month | Key Date | Accomplishments |
| November | 13th | * First group meeting * Brainstorm ideas   + Decided on board game Mancala * Went over general timeline and objectives * Decided on team roles * Completed Project Information document |
| November | 18th | * Brief meeting with project mentor (Nyrika) * Discussed various approaches for the project design |
| November | 20th | * Second group meeting * Went over general game design and direction * Discussed possible objectives * Looked over possible source codes * Divided up research work to achieve over TG break |
| November | 22nd | * Group meeting with Nyrika * Discussed and solidified timeline for the project * Narrowed to few potential source files to re-design |
| November | Break | * Communicated over break about different research outcomes * Discussed timeline and milestones after returning from break * Tested and chose the source code * Outlined a specific milestone list with the source code in mind   + Write a more modular code     - Source code only comprised on 3 files   + Add multiplayer capability     - Source code only capable of single player with CPU   + Add Avalanche game mode     - Source code with only default (Kalah) mode   + Randomizer option for stones and pits     - New addition   + Tune the AI for different modes added   + (extra) Add other user-adjustables to mix up gameplay   + Implement some visual and/or audio element to the gameplay with C++ |
| November | 30th | * Working meeting * Implemented multiplayer and randomizer milestones * Play testing * Created background image for music player * Research into GUI libraries |
| December | 1st | * Worked on Avalanche mode * Play testing * Research into GUI libraries |
| December | 2nd | * Implemented Avalanche mode * Worked on modularizing the code * Research into SFML library * Play testing |
| December | 3rd | * Added mirror and crazy modes * Found license-free audio files |
| December | 4th | * Worked on music player |
| December | 5th | * Finished modularizing the code * Added the makefile * Worked on music player * Functionality testing |
| December | 6th | * Added ASCII images to gameplay * Finalized mini music player * Functionality testing |
| December | 7th | * Filmed and edited video * Documentation deliverables uploaded |
| December | 8th | * Last day! * Made last edits and additions * Checked all submissions * Updated README with relevant info |