**Project Checkpoint Report**

**Project Name:** ATM Simulator

**Phase:** 3 (ATM operations implementation)

**Checkpoint:** 2

**Team:**

**Andrew Taylor**

Email: [andrew.taylor@digipen.edu](mailto:andrew.taylor@digipen.edu)

Role: ATM Programmer

**Brandon Chavez**

Email: [b.chavez@digipen.edu](mailto:b.chavez@digipen.edu)

Role: Bank and Customer Programmer

**Tyler Hundt**

Email: [t.hundt@digipen.edu](mailto:t.hundt@digipen.edu)

Role: GUI Programmer

**Project Report:**

Some progress has been made since the last checkpoint, but not very much. The most significant objective accomplished for this checkpoint was that the interfaces for all entities have been implemented. That is, a Customer entity can interface with an ATM object to communicate with the central Bank authority, performing operations. A very barebones GUI form using C#’s built-in Windows Forms is also in place, though it needs to be updated to reflect the activities of the ATM itself.

**Process Report:**

Planning for the project, we decided to try and keep it as simple as possible in scope. Therefore, we went for a programming language that has easy GUI support and something that we had not done much with before; we wanted to branch out since we had the freedom to for once. Because of this reasoning, we decided to go with C#, since it is something a bit different than C or C++, yet sharing similar qualities to them at the same time. C# also has Visual C# elements that would make the GUI programming easier to do, so everyone was unanimous in being open to program in it.

All of us in the team somewhat know each other for the most part, so it was not awkward in the sense of voicing our opinions and seeing where we should go with the project. However, communication was very sparse for us this checkpoint with all of our other work to do. As a result, we are going to attempt to keep up more constant communication, even if it is not necessarily in person. Since the project is small and simple, the actual difficulty of the project is nothing compared to just synchronizing with one another and setting aside the time to discuss or work on the project.

Team roles were assigned randomly. None of the team felt as if they had a particular inclination towards or against programming anything, so we finally decided to just distribute out roles and get the groundwork up necessary to start working on the project. At the same time, we are all flexible, so if one of us feels disinclined to continue working on a certain aspect of the project and instead wants to do something else, we decided it is not that hard to swap positions and work on different parts of the code base.

Going forward, we plan on implementing the core functionality of the ATM simulator without graphical functionality, as stated in the Progress Report.