Date: May 12, 2025

| Name | What I did yesterday | What I plan to do today | Blockers / Impediments |
|---|---|---|---|
| Nathan | | | |
| Tony | project structure for Batajack | Basic UI | none |
| Min | Learn the game logic | Cards | 120 project |
| Long | Try to understand the game | Look up some game menu designs | 151a hw |
| Jason | Look at the game logic | See if any issues are unassigned | homework |
| Hanbin | started with hand ui implementation | hand ui implementation | Homework and other projects |
| Sruti | started with card implementation | continue implementing cards | homework, midterms |
| Yifei | started with hand ui implementation | have the function of adding the card in hand | homework from other classes |
| Kevin | Reviewed the overall game logic to get broad understanding | Begin implementing baseic animation card transitions. | Internship |
| Mahdi | | | |

Date: May 14, 2025

| Name | What I did yesterday | What I plan to do today | Blockers / Impediments |
|---|---|---|---|
| Nathan | | | |
| Tony | project structure | Basic UI more | None |
| Min | Check the design | Card elements | homework |
| Long | Check and pick out what issues to work on | Work on the game menu | none |

| | | | |
|---|---|---|---|
| Jason | lab | Homework for other class | homework |
| Hanbin | Checking the issues | Work on issues | None |
| Sruti | implemented cards | create general game design | homework, midterms |
| Yifei | done with adding card function for hand ui | implement delete card function | other group project |
| Kevin | Research to implement card movement animation logic | Implement card movement animation logic to css and .js file | None |
| Member 10 | | | |

Date: May 16, 2025

| Name | What I did yesterday | What I plan to do today | Blockers / Impediments |
|---|---|---|---|
| Nathan | | | |
| Tony | Basic ui | More ui | none |
| Min | Check the issues | Check more issues | 110 Lab |
| Long | Help fix some card function bugs | Fix merge conflicts | 150b pa |
| Jason | Other homework | Look at the implemented ui and backend | none |
| Hanbin | Other HWS | Check the issues | Other project |
| Sruti | created general game design | brainstorm joker cards | midterms |
| Yifei | implement delete card function | Allow remove multiple cards | homework from other classes |
| Kevin | Implement card movement animation | Connect animations to hand UI rendering logic | Connecting the DOM element |

| Mahdi | | | |
|-------|---|---|---|
| | | | |

Date: May 18, 2025

| Name | What I did yesterday | What I plan to do today | Blockers / Impediments |
|------|---------------------|------------------------|------------------------|
| Nathan | | | |
| Tony | Scorekeeper ui | Scorekeeper ui | none |
| Min | Check issues | Implement Cards Ui | None |
| Long | Watch lectures | Help tony work on scorekeeper ui | none |
| Jason | Watch a lecture | Check for available issues | none |
| Hanbin | Work on the UI | Checking issues | Back to LA |
| Sruti | brainstormed joker cards | decide which joker cards to implement | |
| Yifei | Allow remove multiple cards | wrapping up with hand ui feature | homework from other classes |
| Kevin | Connect animations to hand UI rendering logic | Making a movement test in gameplay.html | Internship |
| Mahdi | | | |

Date: May 20, 2025

| Name | What I did yesterday | What I plan to do today | Blockers / Impediments |
|------|---------------------|------------------------|------------------------|
| Nathan | | | |
| Tony | nothing | Gameplay ui and css | none |
| Min | Check PRs | Check PRs | none |
| Long | rest | Merge conflicts | me |

| | | | |
|---|---|---|---|
| Jason | Other homework | lab | homework |
| Hanbin | Go to class and rest | Keep doing the assigned issues | Sleep too much |
| Sruti | Implement joker cards | continue implementing joker cards | homework |
| Yifei | wrapping up with hand ui feature | start with the draft of menu page | other class homework |
| Kevin | Other homework | Test and confirm fixes for UI state reset. | Internship |
| Mahdi | | | |

Date: May 22, 2025

| Name | What I did yesterday | What I plan to do today | Blockers / Impediments |
|---|---|---|---|
| Nathan | | | |
| Tony | Gameplay ui and css | Gameplay ui and css | none |
| Min | Merge PRs | Check PRs | cSe 120 |
| Long | Help Yifei work on the menu | Work on lab | 4 hours of sleep |
| Jason | Go to class and studied | Take a break | homework |
| Hanbin | Start on handling merge | Work at the lab | Other class's lab |
| Sruti | Implemented joker cards | continue implementing joker cards | homework, midterms |
| Yifei | have the first draft for designing menu | revise the draft | other class homework |
| Kevin | Testing UI state | Start research about how to implement the shop UI | Researching Shop UI design |
| Mahdi | | | |

Date: May 24, 2025

| Name | What I did yesterday | What I plan to do today | Blockers / Impediments |
|---|---|---|---|
| Nathan | | | |
| Tony | Gameplay ui and css | Gameplay ui and css | none |
| Min | Check new PRs | merge | none |
| Long | Work on game saved function | Debug | 151a hw |
| Jason | Look at issues | Scoring animation | none |
| Hanbin | Looking at the issue | Looking at the pr | Other MT |
| Sruti | Finished implementing joker cards | Review all cards for errors | midterms |
| Yifei | done mostly with the design part of menu | finish the design part of the menu | other class projects |
| Kevin | Researching the shop UI | Implement the shop UI trigger when round ends | N/A |
| Mahdi | | | |

Date: May 26, 2025

| Name | What I did yesterday | What I plan to do today | Blockers / Impediments |
|---|---|---|---|
| Nathan | | | |
| Tony | Gameplay ui and css | Gameplay ui and css | none |
| Min | Study for 120 | Study for 110 | midterms |
| Long | studt | Continue to work on the saved game system | midterm |

| Jason | study | Scoring animation | midterm |
| Hanbin | Work more at the issues and PR | Take a breat | none |
| Sruti | Fixed errors in cards | Rename all cards | midterms |
| Yifei | finish the design of menu | separate css out from menu page | other classes homework |
| Kevin | Shop UI | Add logic to show shop items based on player gold. | N/A |
| Mahdi | | | |

Date: May 28, 2025

| Name | What I did yesterday | What I plan to do today | Blockers / Impediments |
| --- | --- | --- | --- |
| Nathan | | | |
| Tony | Nothing | Gameplay ui and css | none |
| Min | Sleep well | Check PRs again | |
| Long | rest | Finish up gamestorage.js and start working on the statistic screen | none |
| Jason | Other hw | Continue working on scoring animation | midterm |
| Hanbin | none | Work at lab and hw and look at func | none |
| Sruti | Renamed all cards | Submit PR for cards | assignments |
| Yifei  Xue | separated css from menu | update the floating cards position | other ongoing projects |
| Kevin | Add logic to show shop items based on player gold. | Connect with backend gamelogic.js to have a functional shop feature. | Internship |

| Mahdi | | | |
| --- | --- | --- | --- |

Date: May 30, 2025

| Name | What I did yesterday | What I plan to do today | Blockers / Impediments |
| --- | --- | --- | --- |
| Nathan | | | |
| Tony | Other hw | Generate jokers | Other hw |
| Min | Homework | Resolve merge conflicts | My depression |
| Long | MERGE CONFLICTS | MORE MERGE CONFLICTS | life |
| Jason | Added card movement to scoring animation | Refine the movement of the cards | Other homework |
| Hanbin | Checking on the issue | HW | None |
| Sruti | Submitted PR for cards | Assign to DOM issue | Assignments and finals |
| Yifei | added the background music for menu | wait to see new issues | other homework and midterms |
| Kevin | Implemented basic purchase logic for shop items. | Keep testing the shop feature. | Other HW |
| Mahdi | | | |

Date: June 2nd, 2025

| Name | What I did yesterday | What I plan to do today | Blockers / Impediments |
| --- | --- | --- | --- |
| Nathan | | | |

| Tony | Generate jokers | Generate jokers and label | Other hw |
|---|---|---|---|
| Min | Check game loop | Game loop | study |
| Long | Testing out the stats screen and saved game system | WHY ARE THERE SO MANY MERGE CONFLICTS | Studying for finals |
| Jason | Start on the text pop up for the scoring animation | Continue on the text and refining it | homework |
| Hanbin | | | |
| Sruti | Assign to DOM issue | Fix to DOM issue | Assignments and finals |
| Yifei | fixing merge conflict for ui interface | review pr | other upcoming projects due |
| Kevin | Completing the shop feature with Joker UI and Booster Package UI | Debugging and finally pull request. | MT and other assignments. |
| Mahdi | | | |