

Video challenge game project progress summary

Date: 8/11/2019(12pm-5pm)

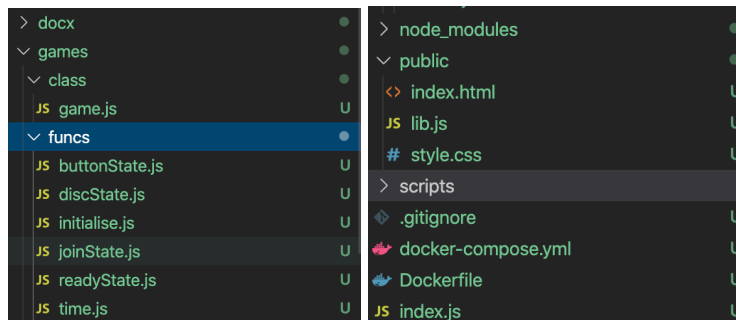
- Fixed the cause of bugs
 - Cannot use safari on mac to talk with someone on google chrome.
 - Notice everyone: only use google chrome on any OS.
- Had a meeting with Grace
 - Discussed the restructure of implementation code.

Date: 11/11/2019(12pm-5pm)

- Had a meeting with Grace and Tom
 - confirmed to proper structure for implementation code (class and function definition and line limitation).
 - confirmed to use cloud real-time database (firebase) for the next design.
- Followed up the new design for implementation code

Date: 12/11/2019(11am-5pm)

- Implemented for confirmed code structure
 - amended the file structure and the code.



Date: 13/11/2019(11pm-4pm)

- Changed the game interaction rules
 - Players can click ready button when they join the game.
 - Players are not affected by the disconnection from other players.
 - Added colour representation for all players UI after the game starts.
 - Changed the UI for all players before game starts

To do in the following weeks

- Change the UI for all players after the game starts.
- Test the new design prototype.
- Develop multiple chain game.
- Develop the shuffle room game.
- Switch to firebase API.
- Develop Dialog flow chatbot.
- Develop the chatbot on Facebook messenger.
- Link chatbot with prototype.
- Synchronise the game with both chatbot and webpage.

