

## Milestone 2

I am creating a mobile game, which will have local leaderboards for the various dining halls around grounds, so that a player can be the King of O'Hill at Breakfast, for example. Last milestone, I created a custom web service using Django, hosted through Heroku. Because I am using a free Heroku account, the service goes to "sleep" after a period without use, so it may require a couple runs of the app to get the service to "wake up" again and produce output. I had also created the skeletons for three scenes: menu, game, and leaderboards. Over the course of this milestone, I have implemented the required gps and storage requirements, as well as spruced up the leaderboards scene a bit. I am using a web view to display the leaderboards page off my web service. I also have created a prompt on entering the game scene for the first time, asking the player for a nickname to be displayed on the leaderboards. This nickname is validated and then stored on the phone, so it is only asked for once. The main game scene still only displays demo code, but on a click it will produce an alert that shows all of the info that will be sent to the backend on game completion. This shows how gps is used (displays nearest dining hall). Next milestone I will implement the actual game, and improve the look of the leaderboards page. After that I should be finished.