

Name: GameHub

Teammates:

- Adrian Ornelas Ruvacalaba
- Jonathan Goins
- Ethan Kellerhals

Project Status Summary

Work Done: Written description of the work done in the first week of your project and (in the case of multi-person teams) the breakdown of work across team members.

- **Adrian's Work:**
 - Adrian, in the first week, made the UI's for the pages and allowed the app to be fun on all computers for the group. Troubleshooting errors that will come up. Added iteration pattern to be used for the games and user's objects.
- **Jonathan's Work:**
 - Jonathan added the database to the application. Created the game and user class that allows the creation of their objects. Solved the branch configuration issue. Held the meetings and communicated with all of us to keep the project running.
- **Ethan's Work:**
 - Ethan was able to create the profile page while figuring out how to be able to switch the application pages from the home page. Was able to do the same for all other pages. Ethan also implemented the profile picture change feature for the application. Is the creator of the GitHub repository while giving each of us a branch to prevent issues with 'pulls' and 'pushes'.

Changes or Issues Encountered: Has anything changed so far in your approach to the project from the initial design in Project 5?

In our last project, we decided to change the profile page by using features from the menu object into the profile page directly. This is made due to the app feeling too cluttered with so many options while also still providing the shortcut features. We also went ahead and changed the layout for the 'Games' page on the top nav bar in order to make it more simple for users just to explore our library of games rather than having too many lists of items that would make the app unintuitive.

Patterns: Now that you have more of your system implemented, please describe the use of design patterns so far in your prototype and how they are helping you or your design

We have included the iteration pattern in order to start the collection of video game objects and user objects. This was able to help us change the design of the games page by showing our library rather than putting all games in different containers. We are currently in the works of implementing the command pattern and having it directly involved with the search

feature. We are having trouble understanding all of the application implementations but are still pushing forward.

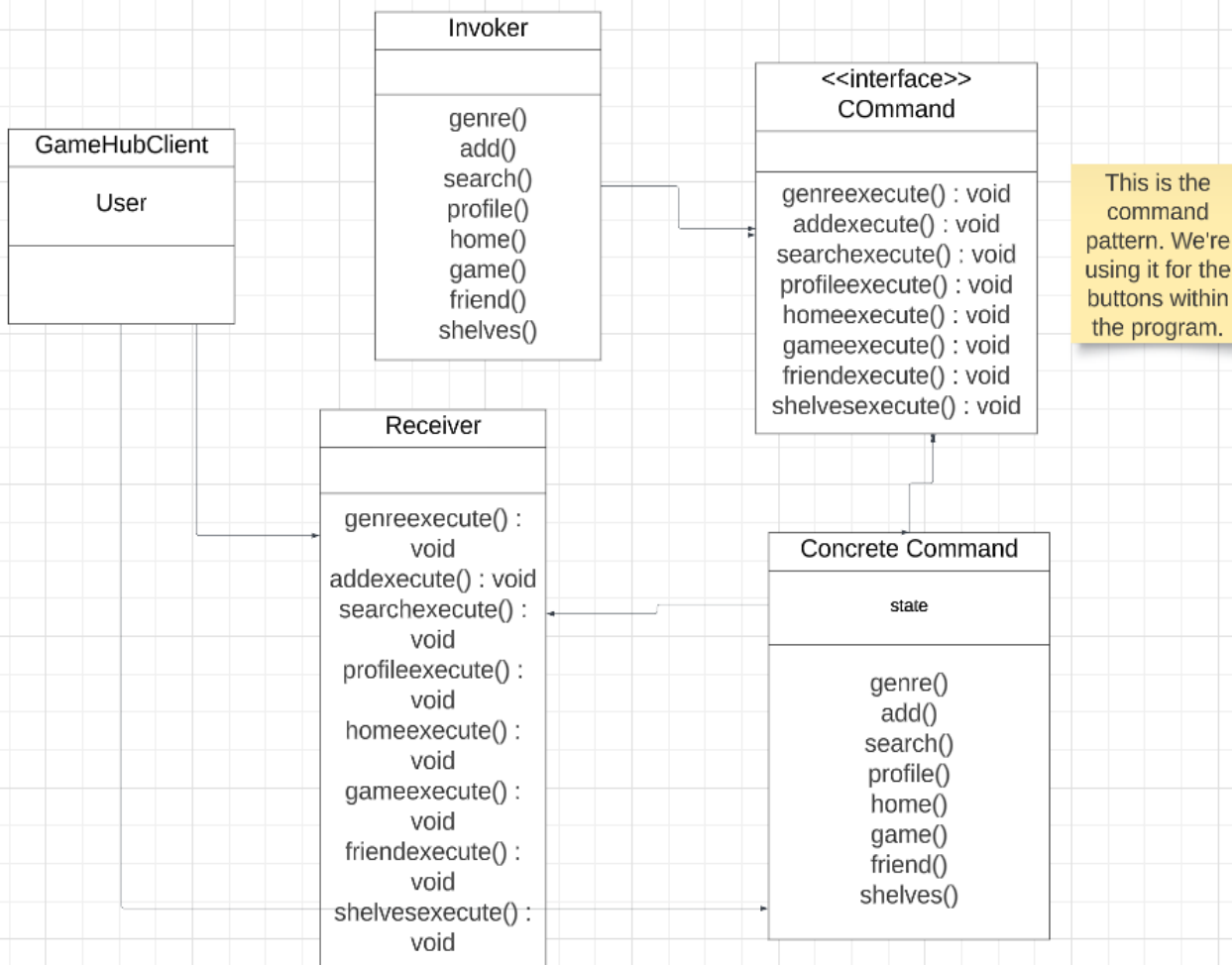
Plan for Next Iteration:

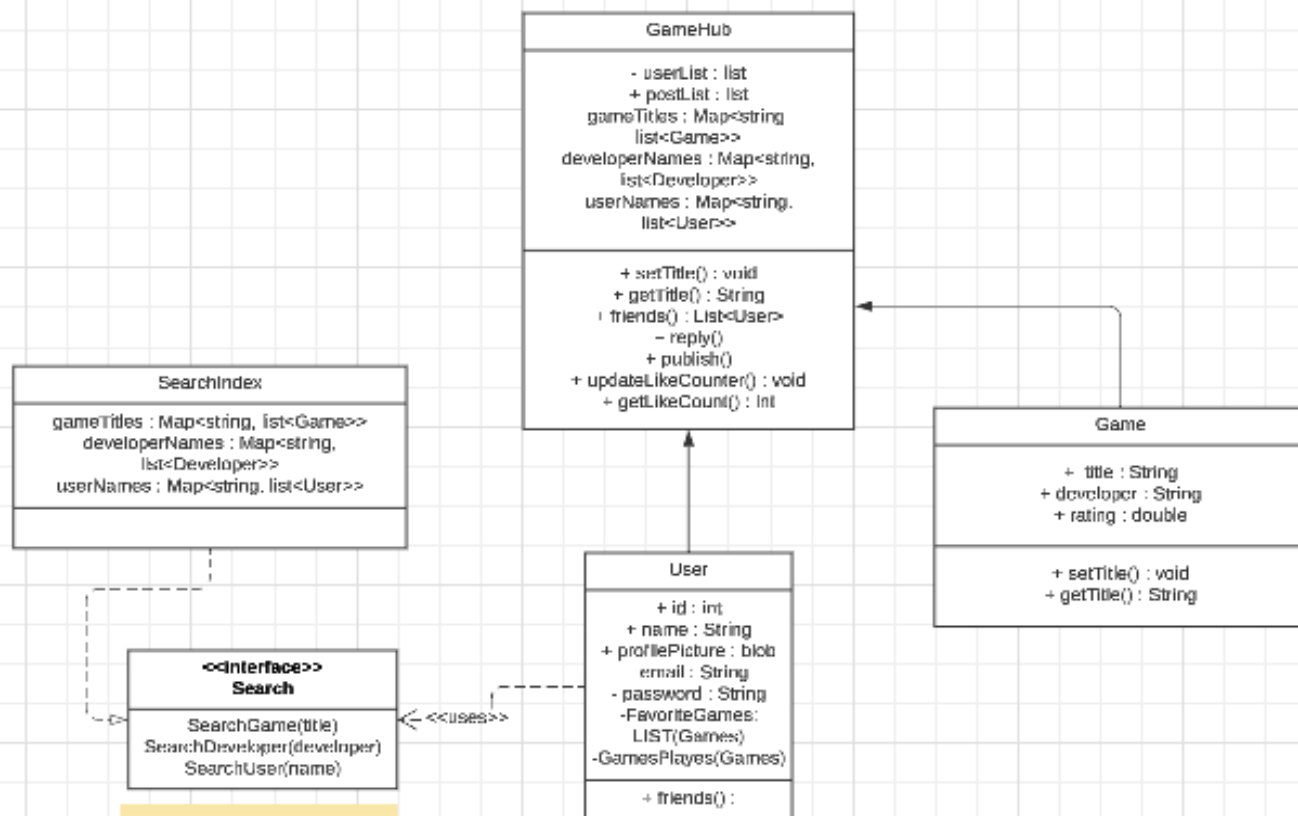
Our estimate for how much work still needs to be done is ~50%. We need to have the game objects created. Need to implement all four patterns fully. We're working on the way to store user information. We also need to add some of the things required for having an account. Such as a login/create account page and the writing reviews aspect.

We expect to have a working user interface. We aren't confident we will be able to have multiple users on at the same time. We will have essential user functions completed by Project 7. This consists of a user editing their profile (picture, username), being able to write reviews for games, as well as reading other reviews. We expect to have the games library, where you can scroll and find games, working as well. Also, being able to search for games, users, and (maybe) game developers that are within the dataset we are using.

By May 3rd, we expect to have a clean OO pattern implementation. We also plan to have local users be able to log in and log out. As well as a descriptive README so others know how to use the project.

Class Diagram





Above is the Strategy pattern. We're using it for the Search algorithm so if we want to expand, let's say so users can search based on other criteria like a user's text in a post. we can easily expand that capability without changing other code.