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HOMEWORK 5

CHECKPOINT 1

For checkpoint one, I planned to have completed:

1. Low-fidelity protype capable of demonstrating the following tasks in the game:
    a. Take a turn
        i. Select cards
    b. Consequence of a turn
        i. Cards match and cards don't match
    c. Consequences of power up
2. Detailed feedback from family member on the game so far
    a. Strengths
    b. Weaknesses
    c. Suggestions/Changes
3. Basic code and structure for the game. Set up all the classes/structs/elements of the game
    a. Have the board and the cards being displayed correctly in the view.
    b. Have a card display an image when clicked
    c. Basic layout of the game with all the buttons and labels in place
4. Comparison of my plan to what I have actually accomplished.

What I completed for checkpoint 1:

1. Low-fidelity protype capable of demonstrating the following tasks in the game:
    d. Take a turn
        i. Select cards
    e. Consequence of a turn
        i. Cards match and cards don't match
    f. Consequences of power up
2. Detailed feedback from family member on the game so far

     a. Strengths

     b. Weaknesses

     c. Suggestions/Changes

3. Basic code and structure for the game. Set up all the classes/structs/elements of the game

     a. Have the board and the cards being displayed correctly in the view.

     b. Have a card display an image when clicked

     c. Basic layout of the game with all the buttons and labels in place

Comparison of my plan to what I have actually accomplished:

Prototype and feedback were completed by this checkpointed as planned.

Code and basic structure I fell short from what I had planned. For this checkpoint I managed to complete the basic structure by creating the classes and naming them as well as the most important structs/elements of the game.

As for the board and the playable game I haven't been able to work on that yet. I wasn't able to complete the plan because I ended up travelling and not having enough time to dedicate to this checkpoint. It will all be ready for the final deadline.

Program:

I haven't been able to code for this checkpoint any further than establish the classes for the game. So the code submitted is basically class and structs definitions.