

Project Outline

1. Names and access ID of students that participated in the elaboration of this report.

ga6198 Kevin Zhang

er8015 Nicole Racovites

ei1757 Somali Bayi

fvi349 Ibrahim Hakim

2. Describe the progress that you have done so far. Some questions that you can answer include:

- Did you tested any of the open source projects written in Python that are similar to your project? If so, What did you learn from the projects that you found? Is there any project that have already implemented part of what you want to do? Did you decided to contribute to an open source project instead of doing your project for scratch? If so, explain all the details of the project and your anticipated contribution. Include this information in your repository as well.

Our process in our group project is going quite well. We have all been communicating through the GroupMe, which through there we decide if we want to meet after class or if we cannot make a meet-up session. We use GitHub to distribute and access code easily. We have done research on some open source projects yet we have been coding from scratch. Although, the open source projects have helped tremendously on where we wanted our project to go.

- Did you try any python framework? Describe the process and screenshots of your demo.

Yes we tried python framework. Below is screenshots of our demo project

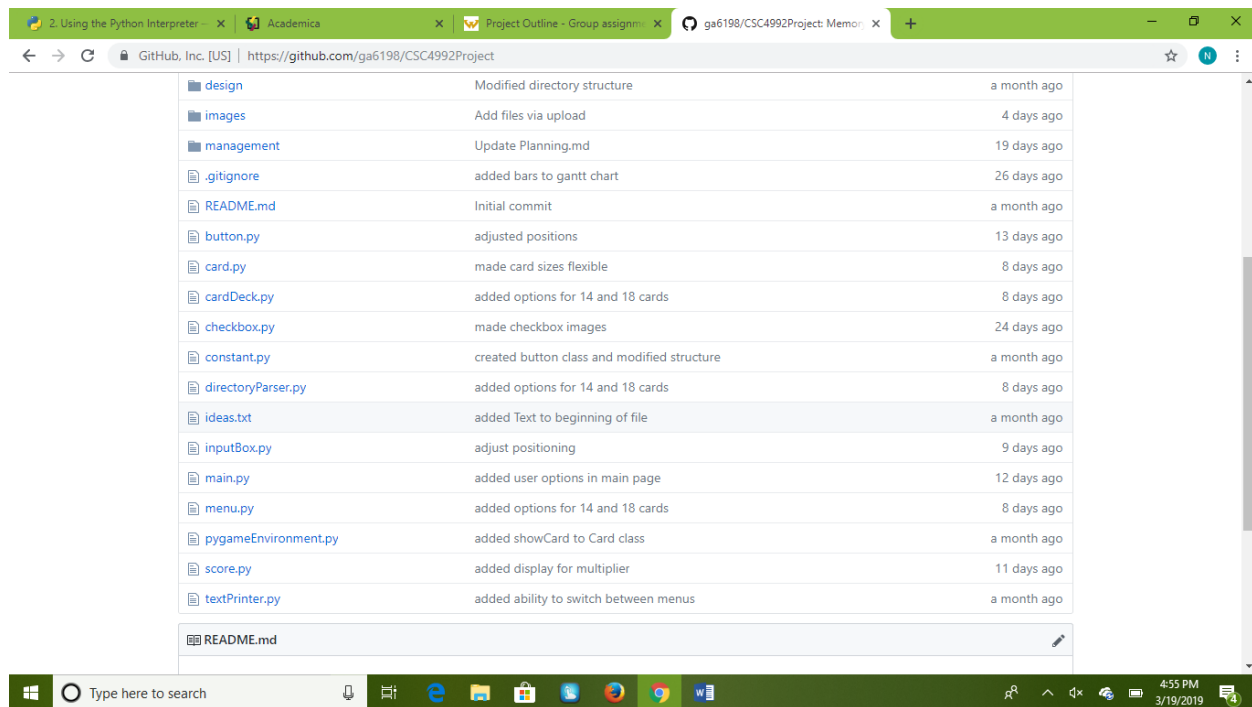
- Have you tried to run a demo or framework and you got stuck? Describe the process, the problem and screenshots of the errors you are getting.

We had some problems with our game when using a Mac computer. On Windows or Linux the game flows really well, yet on a Mac computer when choosing two cards the speed is very fast. Overall, the game flows and works properly.

- Did you start implementing part of the project? Describe the process and screenshots of your demo.

Our project has a really good base to it so far. The screenshots above ^ show that we have the single player game running well thanks to Kevin expertise in coding. Kevin worked on the Single player portion of our program. Somali designed the options page. I, Nicole worked on the Multiplayer portion of our project. Ibrahim worked on the Statistics page.

3. Take screenshot of your github or gitlab branches showing commits that all the team members have made so far.



Kevin has created most of our base so our cardDeck class, main menu. Somali has helped code classes and create designs for buttons. I have made the Kanban board and have uploaded to management files to help keep us organized and code on the side. Ibrahim has helped fix code and still understanding his portion of code.

4. Share your thought about your project management experience. This can vary depending of how many team members are actively participating in the project and the team size, so please describe how is your team dynamics. Some questions that you can answer include:

- Have you changed the scope of the project? Did you define your project rubric based on the template provided [here \(Links to an external site.\)Links to an external site.](#)?

Our project scope is still the same. We all still have the same end goal and our working together in order to achieve that goal. Again, being open and communicating was one of our criteria's for completing our project and we have stuck with that.

- Have you been following the Gantt Chart to control the time invested in the project and engage all the team member? Do you find useful the use of the Gantt Chart?

We have and have not been following the chart. Scheduling can be difficult especially with a group of people who work and have other priorities (classes). Our Gantt Chart is helpful in a way to keep track of who is working on what and meeting deadlines.

- Have you been using a Kanban board to coordinate the activities? Do you find it useful?

Our group has been using the Kanban board. The lists on our board consist of what needs to be done (to-do), what we are currently working on (in progress), and what is

already completed (done). We find Kanban more useful because it is easy most efficient to use.

- Do you have a team leader or collaborative leadership? Is every body participating

Our group is more of a collaborative leadership. Kevin has been coding most of our program for he is bit more familiar with using Github. Everyone has been helpful with any questions or concerns on coding and our project process.

- Are the weekly team reviews useful for your team? Do they help you to set work standards and team communication?

We believe the weekly team reviews have helped. Although our team is very open about any concerns or expressing helpful tips, it is a way to communicate to professor how our progress is going anonymously.