Project Status report

Name:	Md Rezaul Hoque
Community & UN SDG(s):	Senior Citizens/SCWW Saskatchewan Community. UN SDG goal: 3; Good Health and Well-Being
MVP #	1
Sprint cycle dates:	11-Feb-2025 to 24-Feb-2025

Project Name	Bingo for Senior Citizens
Blurb	Develop a bingo game for senior citizens to play from home using dial pad phones/landline. Our project aligns with UN SDG goal: 3; Good Health and Well-Being. The game we plan to develop will foster collaboration, enhance social interaction, and provide mental stimulation for seniors, thereby helping to overcome isolation and feel part of a community. Our initial plan was to develop this game for the Seniors Center Without Walls (SCWW) program. However, we decided to step back from that specific client due to their intention to use this game for fundraising purposes. This raises regulatory concerns from the Saskatchewan Liquor and Gaming Authority (SLGA) regarding the operation of remote bingo gaming with monetary involvement. Now, we will focus on developing a bingo game for seniors and community members who need brain-stimulating activities, such as those suffering from dementia.
For Week Ending	24- Feb -2025
Project Status	Yellow
Status Description	In this sprint, we planned to deliver our first MVP Bingo Card Generation module with the following four functionalities. However, we were able to deliver only two of them, which is why we are considering our project status as **Yellow**. We plan to complete the remaining two functionalities in our second MVP delivery as part of our catch-up plan.

Deliverables	Status
Generate unique bingo cards with serial numbers	Delivered
Set expiration dates for cards	Delivered
Download cards in PDF format	Not Delivered
Register cards with player's name	Not Delivered

Activities—During the past sprint cycle

Explored different Technology stack.
Selected technology stack - Frontend: HTML, CSS & JavaScript and Backend: Django (Python) framework for ease of handling authentication and role-based access control.

Backend Development (Django)
Installed Django and prepare the development environment.
API Endpoint Creation:
- Developed the /api/generate-bingo-cards/ endpoint to handle Bingo Card generation.
- Implemented logic to generate unique Bingo Cards with serial numbers and expiry dates.
- Installed and configured django-cors-headers to allow requests from the frontend.

Database Integration (sqlite db comes with Django framework):
- Created the BingoCard model to store card details (serial number, numbers, expiry date, etc.).

- Learned & Used Django's ORM (Object-Relational Mapping) to interact with DB & save generated cards to the database.

Frontend Development (HTML + JavaScript)
UI Design:
- Created a simple HTML form to collect user input (number of cards and Expiry Date).
- Added a button to trigger card generation.

JavaScript Logic:
- Used fetch to send a POST request to the backend API.
- Displayed the generated cards dynamically in the browser using JavaScript DOM manipulation.

Project Issues

List any issues from the Issue Log that are significant and should be shared with the audience of this report. If any related work has been done or decisions have been made, a summary should be provided.

- **Debugging API Calls & CORS Issues**: Initially, the frontend failed to communicate with the backend due to CORS (Cross-Origin Resource Sharing) restrictions. Debugging CORS issues during development was time-consuming. Resolved by enabling CORS in Django settings.
- **Database Integration & Django's ORM:** Had to learn Django's ORM (Object-Relational Mapping) to interact with DB.
- **Understanding Django MVT (Model, View, Templates) concept to use Django as backend.**

Project Changes

List any project changes that were approved since the last report/discussion.

- We brought some changes in our actual look & feel of our application landing pages as in reality we need to do a lot of design work related to html, CSS and JavaScript. Which require an extensive learning curve may fail to complete the project within a month considering other major focus area related to main functionalities.

- Our initial plan was to develop this game for the Seniors Center Without Walls (SCWW) program. However, we decided to step back from that specific client due to their intention to use this game for fundraising purposes. This raises regulatory concerns from the Saskatchewan Liquor and Gaming Authority (SLGA) regarding the operation of remote bingo gaming with monetary involvement.
  Now, we will focus on developing a bingo game for seniors and community members who need brain-stimulating activities, such as those suffering from dementia.

Activities—Planned for Next Week

List all activities that the team members will work on during the next week of the project.

- Download cards in PDF format. **(MVP-1)**
- Register cards with player's name. **(MVP-1)**
- Begin work on the **Win Detection feature (MVP-2)**.

Reflection

Do you feel "on track"?
- **The Bingo Card Generation feature (MVP-1) has been implemented and delivered 2 core functionalities within the sprint cycle. Remaining 2 functionalities will be delivered with the next MVP-2 sprint cycle.**

What progress do you particularly feel good (great) about?

- **The backend (Django) and frontend (HTML + JavaScript) are integrated and functioning as expected.**

What barriers (if any) do you feel is/are a current impediment to success?
- **We have been going through an extensive learning curve regarding technology stack. For instance, debugging CORS issues during MVP-1 development sprint was time-consuming.**

What help (if any) do you require to move positively forward?
- **Guidance on development.**
- **Feedback from stakeholders to improve further.**

What questions or concerns do you have (if any)?