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 #	2
Sprint cycle dates:	25-Mar-2025 to 10-Mar-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	10- March -2025
Project Status	Yellow
Status Description	In this sprint, we planned to deliver our 2nd MVP Develop Win Detection module with the following 2 functionalities. However, we were able to deliver one 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
Bingo caller can call drawn numbers (MVP-2)	Delivered
Manual verification of winner's bingo card by serial number (MVP-2)	Not Delivered
Register cards with player's name (MVP-1)	In Progress
Download cards in PDF format (MVP-1)	Discarded (We exclude the SCWW as client)
Paper Writing – Abstract, Introduction	Delivered
Paper Writing – Related Work	In progress

Activities—During the past sprint cycle

Backend Development (Django)
Installed Django and prepare the development environment.
API Endpoint Creation:
- Developed the api/call-number/ & api/reset-called-numbers/ endpoint to call bingo numbers.
- Implemented logic to generate unique Bingo numbers from the range 1 to 75 in every call by bingo caller.
- Reset the called number if all the numbers are called from the range 1 to 75.

Database Integration (sqlite db comes with Django framework):

- Created the CalledNumber model to store the called bingo numbers.

Frontend Development (HTML + JavaScript)
UI Design:
- Created a simple HTML form to call and display the called numbers.
- Added buttons to trigger call bingo numbers and reset.

JavaScript Logic:
- Used fetch to send a POST request to the backend API.
- Displayed the called numbers in the browser using JavaScript list manipulation.

Paper Writing:
- Determine a Title of the paper.
- Complete the writing of Abstract and Introduction.
- Writing of Related Work is in progress.

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 method**: Initially, the frontend failed to communicate with the backend. To call API directly in the browser, modified the Django view to allow GET requests.
- **Paper Writing:** Very limited resource on related works. No paper found on development of Bingo game for dementia patients.

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.

- Register cards with player's name. **(MVP-1).**
- Manual verification of winner's bingo card by serial number **(MVP-2)**.
- Begin work on the **Develop User and access management (MVP-3).**

Reflection

Do you feel "on track"?
- **The Bingo Win Detection feature (MVP-2) has been implemented and delivered 1 core functionalities within the sprint cycle. Remaining 1 functionality will be delivered with the next MVP-3 sprint cycle.**

What progress do you particularly feel good (great) about?
- **Completed the Abstract and Introduction of the paper writing and writing of Related Work is in progress.**

What barriers (if any) do you feel is/are a current impediment to success?
- **We have been going through an extensive paper reading and literature review regarding related work on the development of bingo game for dementia patients. Parallelly, continuing the development of the game. The debugging of different runtime issues during development 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)?