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:	11-Mar-2025 to 24-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 3rd MVP. However, we were not 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
Bingo player can open card from clickable link	Delivered
Bingo players can mark called number by clicking on the card at their end.	Delivered
Manual verification of winner's bingo card by serial number (MVP-2)	Not Delivered
Download cards in PDF format (MVP-1)	Discarded (We exclude the SCWW as client)
Paper Writing – Abstract, Introduction	Delivered
Paper Writing – Related Work	Delivered
Paper Writing – Methodology	In progress

Activities—During the past sprint cycle

Backend Development (Django)
Installed Django and prepare the development environment.
API Endpoint Creation:

- Developed the card/<str:serial_number>/ & api/mark_number/<str:serial_number>/ endpoint to create clickable link of bingo card and mark the called number by clicking on the card.

Database Integration (sqlite db comes with Django framework):

- Added new column in the DB *numbers = models.JSONField()* **# Stores the card numbers as a JSON object**
- Added new column in the DB marked_numbers = models.JSONField(default=list) **# Stores the marked numbers**

Frontend Development (HTML + JavaScript)
UI Design:
- Created a simple HTML form with to show clickable link and open the bingo card in a new browser for players.
- Added bootstrap to for designing of the page.

JavaScript Logic:
- Created function for a clickable link of bingo card and Open in a new tab.
- Added Function to mark a number
- Added click event listeners to the table cells.

Paper Writing:
- Determine a Title of the paper.
- Completed the writing of Abstract and Introduction.
- Completed Writing of Related Work is in progress.
- Writing of Methodology 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. We lack the direct interaction with the focus groups.

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.

- 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 create clickable link of bingo card and mark the called number by clicking on the card have been implemented and delivered within the sprint cycle. Remaining Detect winning patterns (row, column, diagonal) functionality will be delivered with the next MVP-3 sprint cycle.**

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