# Progress Report: <Xpert you can’t win>

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| Team Name: : XO Creators | Date: 27 October 2023 |
| Team Members: Shek Yin, LEUNG (Alex)  Mo Chau, NGAN (Michael)  Yuen, CHONG (Kevin) | Reporting Period: Phase 3 |

## Phase 3 – User Interface Mock-Up

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| **Highlights and Accomplishments** | What major tasks that have been completed in this phase of the project?  In this phase of the project, the major tasks completed include:   * Designing the mock-ups for the three screens, including the gameplay screen, the selection screen, and the winning screen. * Implementing the necessary HTML structure for each screen, incorporating appropriate images and styling. * Styling the screens using CSS to achieve the desired visual representation. |
| **Challenges and Issues** | What challenges, issues, or obstacles did you encounter and how did you overcome them?  The primary challenge encountered during this phase is confirm the app's visual style and UI layout. Team members held different ideas, making it challenging to reach a consensus and effectively communicate without a visual prototype. To address this issue, we collectively sketched low-fidelity designs, engaging in discussions and combine them into the final UI layout. Additionally, we determined that the visual style would embrace Japanese aesthetics and solidified our color palette. After that, the team closely monitored the CSS implementation, creating graphics for the buttons and the signs, and tested the designs and made adjustments to the code to achieve the desired results |
| **Individual Contributions** | What did each member of the team work on in this phase of the project?  In this phase of the project, each member of the team worked on the following tasks:   * Alex led the design process, focusing on the overall structure and layout of the application's screens. * Michael handled the CSS implementation, ensuring the design's adherence to the mobile-first approach. * Kevin oversaw the integration of images and additional visual elements, ensuring the effective representation of the desired user interface. |
| **Team Plan for Next Phase** | What do you plan on completing in the next phase of the project?  In the next phase of the project, as a team, we plan to utilize our coding skills and technical knowledge to develop a fully functional mobile application. Using our architectural decisions, high-fidelity designs, and UI mock-ups, we aim to create an app that not only meets the original project's intentions but exceeds them. Our primary goal is to ensure that the application is not only 100% complete but also error-free, with exceptionally well-written code that follows coding conventions. |
| **Individual Plan for Next Phase** | What do you plan on completing in the next phase of the project?  In the next phase of the project, the workload distribution will be as follows:   * Alex will be responsible for implementing the interactive elements and game logic within the application, ensuring a seamless user experience. * Michael will focus on integrating the UI components with the application's functionality, refining the responsiveness and aesthetics of the app. * Kevin will work on optimizing the visual elements and overall presentation of the application, ensuring that the design remains consistent and appealing to users. |