**Progress Report**

**- Increment 1 -**

**Group Phaze 5**

**1)** **Team Members**

Faith Miller:

FSUID: fmm15c

GitHub: maithfiller

Mackenzie Knight:

FSUID: mlk17

GitHub: m-knight99

Eduardo Antonini:

FSUID: ea17h

GitHub: edcorant

Katie Rombeiro:

FSUID: klr16f

GitHub: klr16f

Tristan Garcia:

FSUID: tjg16d

GitHub: tjgarcia0427

**2)** **Project Title and Description**

The project that we are creating is the card game Phase 10, but instead, ours is called Phaze 5 because it will only contain 5 out of the 10 phases. The game is going to be a Web App implemented on localhost and then possibly extended to a server to support game play between players on separate computers.

**3)** **Accomplishments and overall project status during this increment**

So far, the homepage of the web app has been designed with buttons that route to different pages. In addition, the How To Play page has been created and is in the works of being designed. The server was set up, but we decided that we will only be using this on localhost for the time being without a server.

The Deck, Player, and Card classes of the game implementation have been started. Significant functions completed in the Deck class include the constructor that creates a Phaze 5 deck, shuffle() and dealCard(). Significant functions started in the Player class include draw(), sortHand() and makePlay(). Functions completed in the Card class include getter functions for the details of a card, including number(), isDealt() and isUsed().

**4)** **Challenges, changes in the plan and scope of the project and things that went wrong during this increment**

One challenge that we ran into so far was trying to set up the server, but we overcame that challenge. Another challenge we are currently dealing with is trying to figure out how we are supposed to send information that a user types in an input box to the code where the game implementation is. For example, if the user types that we want to have 3 players in the game, then how does the game implementation get the information that 3 players are going to be playing the game. Another challenge is currently coding the game implementation because we are all using languages that we are not familiar with. To deal with these challenges, we are all watching videos to try to explain these difficult topics. We are also having more group meetings, so that each person can get extra help from others. We are no longer using the server because we want to make sure that the game can first work on local host. We are currently making the game to be played on only one single computer and having the computer be passed around when playing the game.

**5)** **Team Member Contribution for this increment**

**Faith Miller:**

1. Faith contributed to and wrote all sections of the progress report.
2. Faith contributed to the Functional Requirements and Non-Functional Requirements section of the requirements and design document.
3. Faith contributed to and wrote all sections of the implementation and testing document.
4. Faith did the set up for the create-react-app. She set up the entire server through Express with Node.js. Faith did all of the React and css for the Home Page and the How To Play page. In addition, she set up all of the routing between pages through react, so when a button is clicked the user gets directed to the new page.
5. Faith contributed to the presentation that was designed for the video by writing the General Overview slide, the State of the Project, and by making the video and doing the demo on the video. Faith also contributed to the plans for the next increment slide of the presentation.

**Mackenzie Knight:**

1. Mackenzie contributed to the Project Description and Accomplishments sections

of the Progress Report.

1. Mackenzie wrote the Overview, Functional Requirements, and Non-functional Requirements sections of the Requirements and Design Document.
2. Mackenzie contributed to all sections of the implementation and testing document. She helped Faith with all the sections when they completed that document.
3. Mackenzie contributed to planning out the classes needed for the game implementation and helped code the Deck, Player, and Card classes for the game implementation.
4. Mackenzie wrote the Change in Scope slide of the PowerPoint that was designed for the video.

**Tristan Garcia**

**b)** Tristan contributed to the requirements and design document by creating the Use Case Diagram. The diagram really helped our group understand the layout of our project better.

**d)** Tristan contributed with coding the Player class for the game implementation. Tristan also contributed with coding the PlayGame class which holds the game implementation.

**Katie Rombeiro**

**b)** Katie contributed to the R and D document by completing the question labeled Assumptions and Dependencies.

**d)** Katie contributed with the CSS styling of the home page. Katie also contributed with the HTML and CSS for the How To Play Page.

**Eduardo Antonini**

**b)** Eduardo contributed to the Requirements and Design document by creating the Class Diagrams and/or Sequence Diagrams. He also contributed by completing the Operating environments question of the document.

**d)** Eduardo contributed with the Deck, Player, and Card class for the game implementation.

**6)** **Plans for the next increment**

In the next increment we are going to continue the game implementation and finish the design for the homepage and how to play page. In addition, the front end should be started for the Play Game page. We should also be figuring out how the front end is going to be sending information to those who are working on the game implementation.

**7)** **Link to video**

<https://youtu.be/Wumy_OuIfD8>