

Tomogotchi

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Sprint 1 Presentation

What is Tomogotchi?

- A nostalgic web browser game that combines the classic toy *Tamagotchi* with more modern messaging and customization features.
- Users raise and hatch a virtual pet
- Interact with friends and their pets
- Visit houses and leave messages for your friends

Original Goals for Sprint 1

- All HTML and CSS done for page views, working links and transitions
- OAuth login
- Full Django models, with all views.py functions for working with the models
- House editing functionality
- Dynamically display all pages with content from databases

Actually Completed

- **Most** HTML and CSS done for page views, working links and transitions
- OAuth login
- Full Django models, with **some** views.py functions for working with the models
- **Setup** for house editing functionality
- Dynamically display **some** pages with content from **test datasets**

Progress and Blockers

- Good progress given time considerations
- Some difficulty with the nuances of setting up OAuth
- Complex model relations in Django due to project scale
- Getting used to working with multiple people in a git project, and syncing the changes.

Goals for Next Sprint

- Implement editing functionality for player and house
- Populate content from the databases
- Implement remaining functionality for interacting databases

DEMO TIME!