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3 CSC 667 {
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5 [Term Project]
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9 < Milestone 6 - Team B >
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Last week - Roles

Front-End

- Michael: Validation for Login and Registration / Link to Lobby page
- Lean: Further develop Lobby and Game (with Chat) pages.

Back-end

- Faisal: Create tables/databases.
- Jibraeel: Deck/Card Base Code.

Last week - Work

- Created the database tables with PSQL and Migrations.
- Tested adding data to database locally using seeders.
- Added simple validation for Registration.
- Started layouts for Game/Lobby pages.
- Started on Uno game code.
 - Deck with functions for shuffling, popping, pushing cards
- Fixed most issues in deployment to Heroku.
- Connected Registration form to database.

This week + Next week

- 1 ● Fix migrations/database issues on Heroku.
- 2 ● Continue working on Uno game code.
- 3 ○ Start/End game conditions, user
- 4 interactions, sequence of events.
- 5 ○ Designing the game page.
- 6 ● Start implementing sessions(?) for game
- 7 states and user logged in/out.
- 8 ● Start implementing Lobby/Game Chat with
- 9 Socket and/or Sessions.
- 10
- 11 ● Integrate server side and client side
- 12 elements to Uno game code.
- 13 ● Test authentication, creating games,
- 14 sending messages locally.