

Team 3

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CSE40746 - Advanced Database Projects

## Progress Report

### Overview

A significant portion of the Animalmon project is complete. Prototypes exist for all major features of the project, which include login, team selection, multiplayer matching, and team battles. All design work is finished and the development phase is over halfway completed. We are now in the process of completing the core development and integrating the prototypes before focusing on debugging and adding extra features.

### Database

Implementation-specific tables have been added to the original, basic schema, including battle-focused tables like "Animal\_Moves" and website tables like "Players." In anticipation of the schema freeze date, we only plan on making minor changes from now on. We have designed and created the tables and functionality necessary to be compatible with optional features, such as viewing player statistics or more advanced search for animal team selections.

### Web Server

We implemented a PHP API framework that allows our front-end pages to interact with the back-end (database and gamestate processing) via AJAX calls. Website logic, including login and user authentication, is in place. The PHP battle logic is largely complete, including features like animal switching and move selection. We are now finishing the battle logic and debugging the web logic.

### Front End

Placeholder or prototype web pages exist for most features, including player login, animal team selection, and a prototype text-based version of the battle screen. Work on a more visual representation of the game, which will lay over the text-based version, is also currently underway. We have also finished much of the javascript coding for interfacing with the web server for player login, team selection, animal battle, and multiplayer. The focus now will be on polishing the visuals (e.g. more advanced HTML and CSS use) and on better integrating the different prototype pages (e.g. adding back buttons).