

**Project Title:** Deceiver's Dice

**Group Name:** The Bots

**Meetings with Dr. Kabir:**

February 8

- Front End
  - Create React project
  - Install all necessary dependencies
    - React Router Dom
    - Materialize
    - Axios
    - Socket IO
- Make sure everybody is up to date with project files and expectations
- Backend
  - Install all necessary dependencies
    - Flask
    - SQL Alchemy
    - Flask Login
    - NumPy
    - Socket IO

February 15

- Frontend - Ben & Long
  - All screen components created and organized
  - Visual design decisions tested and finalized
  - Have welcome screen built (designed, not necessarily functioning)
- Backend
  - Begin authentication implementation
  - Implement the Liar Dice Game Logic Class – Nathaniel Netznik
    - Test cases need to be built for this.
    - Needs to be playable in a terminal
  - Set up continuous integration

February 22

- Frontend - Ben & Long
  - Have Login, Sign Up, and Profile Screens built (functioning)
  - Have Join Game screen built (designed, not necessarily functioning)
- Backend
  - Finalize authentication implementation
  - Begin lobby implementation
  - Need to start training the bots
- Testing - Nate
  - Look into Selenium

- Further testing of Liar's Dice

#### March 1

- Frontend - Ben & Long
  - From welcome screen, have create game button bring to a lobby screen
  - Lobby screen currently has player list, and the ability to (visually) add bots
- Backend
  - continue Lobby implementation
- Testing
  - Test Login, Sign Up, and Profile Screens

#### March 8

- Frontend - Ben & Long
  - Join Game screen should allow a player to join a lobby
  - All elements of Lobby screen are designed, maybe no functional
- Backend
  - Finalize Lobby implementation
- Testing
  - Functionality of creating a lobby
  - adding and removing bots in a lobby

#### March 15

- Frontend - Ben & Long
  - Lobby screen has full functionality
  - Started designing and laying out Game screen
- Backend
  - Finalize bots
  - Begin Game Socket IO implementation
- Testing
  - Joining a game via the join button
  - Continued testing of all previous elements

#### March 22

- Frontend - Ben & Long
  - Game screen design and layout finalized
- Backend
  - Continue Game Socket IO implementation
- Testing
  - Lobby functionality
  - Continued testing of all previous elements

#### March 29

- Frontend - Ben & Long

- Begin implementing Game screen logic
- Backend
  - Continue Game Socket IO implementation
- Testing
  - The game screen and interface, everything currently functional

April 5

- Frontend - Ben & Long
  - Finish implementing Game screen logic
- Backend
  - Continue Game Socket IO implementation
- Testing
  - The game screen and interface, everything currently functional

April 12

- Website fully implemented, tested and deployed