Group number: 8

Team members: Gerlou Shyy, Jennifer Rethi, Sonam Benakatti

Name of project: Libs with Pals

Dependencies: XCode 9.3, Swift 4

**Special Instructions:**  
  
- You have to open the file LibsWithPals/Libs With Pals.xcworkspace (as opposed to the Libs with Pals.xcodeprog)

- Use an iPhone 8 Simulator  
  
- Before running app, run "pod install" inside LibsWithPals/Libs\ With\ Pals/ (where the podfile is located)  
  
- To login with Facebook, use this test account:  
email: libs\_mkpqmlt\_pals@tfbnw.net  
password: libswithpals  
  
- To test the connection between two players, you need to set two player mode on and you need to run it on an iPhone and a simulator at the same time (or 2 simulators)

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| **Feature** | **Description** | **Release planned** | **Release actual** | **Deviations (if any)** | **Who/Percentage worked on** |
| Login (including Facebook login) | Allows user to create account and login | Alpha | Alpha | None | Sonam (100%) |
| UI | Colors, buttons, navigation, compatibility across various phones | Final | Final | None | Sonam (50%)  Jenni (25%)  Gerlou (25%) |
| Draw | Allow users to draw pictures | Not planned but added as an extra feature | Final | None | Gerlou (100%) |
| Settings | Screen to change between one/two player mode, saving lib, add photo to account, logout and delete account | Alpha | Alpha | None | Sonam (100%) |
| Instructions | Instructions on how to play the game | Final | Final | None | Sonam (100%) |
| Save libs | Allow users to save their libs and provide a screen for them to view them | Beta | Beta | None | Sonam (100%) |
| One player mode | Allows one player to choose a storyline and create a mad lib | Beta | Beta | None | Sonam (90%)  Gerlou (5%)  Jenni (5%) |
| Connect two players | Allow 2 players to setup a connection over a wifi network | Alpha | Alpha | None | Jenni (100%) |
| Two player create lib | Implement most UI screens, and all navigation, logic, server integration for 2 players interacting to create a mad lib together | Beta | Final | Did not finish sending data over the server for beta, finished for final | Jenni (90%)  Sonam  (10%) (Setup for UI/ container view, Eureka integration) |