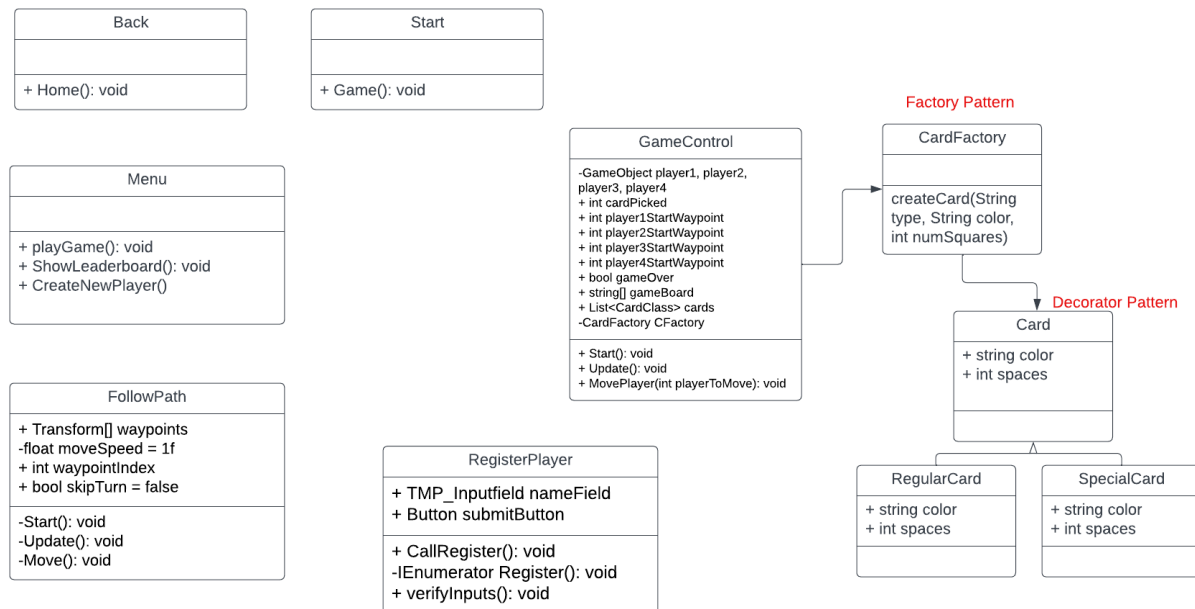


Names: Kylie Elbert, Tahira Zafar

Status Summary:

- Kylie: built screens and buttons, made the game board with waypoints, uploaded game pieces and deck of cards, began coding the actual game: drawing random card, checking if player has reached end of the board, rotating turns
- Tahira: built the database, made “create player” so that users can save their login, began coding the actual game: uploading waypoints to array so that players can move, moving player based on card drawn

Class Diagram:



Plan for Next Iteration: To finish the game we need to build the screen so that when a user starts a new game, they can upload their username. There is a maximum of 4 players for the game, so any spots not filled with a username will be played by a computer. The screen will also prompt the user to create their username on the “create player” page if the username is not recognized. We need to continue working on the game so that the players move based on the card drawn and add the chance of an NPC moving them forward or sending them backward. We need to update the users’ scores in the database after the game is done and build the leaderboard. Finally, we need to make the matching game to see if the player actually moves.

To do list:

- Leaderboard
- Matching game
- Who’s playing the game?
- NPCs