

## Group 15

David Alexander, Isaac Garza, Katherine Heyne, Brian Shiau

CS 378

Final Release

### Dependencies:

Swift 3

Xcode 8

Pods needed to be installed: 'JSQMessagesViewController', 'Alamofire', '~> 4.0'

### Contributions:

Overall percentages are estimates, as the Final release ended up involving massively more work than any other release.

David Alexander: (Release 47%, Overall %36)

- Deck creation
- Game creation flow and functionality
- Invite players screen
- Game flow and functionality

Isaac Garza: (Release 47%, Overall %36)

- Deck creation
- Game creation flow and functionality
- Public deck functionality
- Invite players screen
- Error handling throughout application (alerts, etc.)
- Code cleanup and UI improvements

Katherine Heyne: (Release 6%, Overall %18)

- Invite players screen
- PowerPoint for demonstration

Brian Shiau: (Release 0%, Overall %10)

For all deviations, a email was sent to Professor Bulko explaining why we had those deviations. Any exceptions are listed here.

Feature Description	Targeted Release	Actual Release	Deviation(s)	Contributors
Card Creation / Deck Creation	Card Creation: Alpha Deck Creation: Final	Card Creation: Beta Deck Creation: Final		David Alexander: 60% Isaac Garza: 40%

Gameplay: Create/Draw/Play cards, and score points	Final	Final	<ul style="list-style-type: none"> <li>- Point scoring, as a subset of card tagging, is being held off as a later goal</li> <li>- Cards cannot be played on other players.</li> <li>- custom rules was not implemented due to time constraints</li> </ul>	David Alexander: 90% Isaac Garza: 10%
Messaging	Final	Final		Isaac Garza: 100%
Game Creation/Network ing	Beta	Beta/Final		Katherine Heyne: 40% Isaac Garza: 50% David Alexander 10%
Login, Create Account, Forgot Password	Alpha	Alpha	No Facebook or Google because we found that it did not make sense to have these as our application relies on usernames.	Isaac: 100%
Settings	Beta	Beta	<ul style="list-style-type: none"> <li>- Notifications setting was not given functionality as we were not able to implement push notifications in time</li> <li>- Default rules was not implemented as we found that it</li> </ul>	Isaac: 100%

			would not have made sense to put in any default rules given the structure of the game	
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