**Game Squires**

**Project Name:** Shop Squire

**Group Members:**

Matt Aylward, Hunter Root, Wendy Eloe, Derick McCrary

**Progress/Timetable Report:**

* Completed Tasks:
  + Set up GitHub repository – Wendy – Feb 16th
  + Started X Code Project – Hunter – Feb 16th
  + Rough draft sketches for first view – Matt – Feb 12th
  + View layouts – Hunter- Feb 19th
  + Table Views – Matt – Feb 19th
  + Transitions – Wendy - Feb 26th
  + Database Research – Derick – March 1th
  + Basic Shop Model – Wendy - March 8th
  + Customizable Shops – Wendy - March 8th
  + Basic database implemented using Back4App – Wendy – March 30th
    - User registration
    - User login
    - Shops database that contains randomly created shops
      * This contains the name for the shop, the username, and the items in the shop
      * The information about the shops are encoded as JSON and decoded when fetched
  + UI research – Matt & Hunter – April 2nd
    - Searching for logos, fonts, etc. These are being found, but not being implemented yet.
  + Database research – Derick – April 2nd
    - Looking into if we want to keep shop item information locally stored, stored on the Back4App database, or if some kind soul has already created an online database that we can pull from instead.
  + Registration/login/database
    - User no longer needs to login every time they open the app
    - Logout functionality is created and functioning
* Future Tasks
  + Further Implementing Database
  + UI Design (Coloring)
    - Possible Scroll UI Design
      * Font style to resemble Calligraphy
    - Pop down menu when an item is selected
    - PRIORITY! It looks like boring ass right now.
  + Art work sprite for icons
  + Sound effects research
    - Sound effects for transitions
    - Sound effect for when you buy something (Coins jingling)
    - Not prioritizing sounds at this time
  + Expanding Item Cells!!!!
    - When clicking on an item (or maybe a plus button) the cell “expands” and we see more information about the item. We should implement this for every (or almost every) table view with shop items.
    - <http://codebasecamp.com/2016/12/02/Expandable-TableView/> This could be helpful!
    - We are currently using popups instead.
  + Registration/login/database
    - Login/register with email instead
    - Do players actually need to login? We could add the login screen after selecting DM instead.
    - Everyone is logging in
  + Manual Shop Creation
    - This view needs to be made. Different functionality would be adding items to the list, changing the quantity, maybe also link to the add new item here instead of on the previous screen (or in addition to?).
    - DONE
  + Show all shops view
    - Show all shops associated with a username and then what is in them (different view? Expandable? Probably different view and then make that shop editable.)
    - This still needs to be done.
  + Settings screen
    - Make this. Add settings. What settings do we need?

**Issues we need to address:**

* Weekly Team meeting during Mac availability hours
* Local or Online Database
* Finding time to work on the project together
* We don’t have much time left!!!!!

**Link to Repos**

https://github.com/wendycorene/GameSquire.git

**Sketches for views:**



