

**From:** "Smith, Jonathan" <jsmith245@ewu.edu>  
**To:** "Freeman, Timbre" <tfreeman3@ewu.edu>, "Gainer, Nicholas" <ngainer@ewu.edu>  
**Date:** February 13, 2023 2:46 pm  
**Subject:** Fw: EWU Senior Project Progress Report 19 [Team 7]

**From:** Tappan, Dan <dtappan@ewu.edu>  
**Sent:** Monday, February 13, 2023 2:43 PM  
**To:** Smith, Jonathan <jsmith245@ewu.edu>  
**Subject:** Fwd: EWU Senior Project Progress Report 19 [Team 7]

Here's the public report to the team and sponsor:

----- Forwarded Message -----  
**Subject:** EWU Senior Project Progress Report 19 [Team 7]  
**Date:** Sun, 13 Mar 2022 19:03:16 -0700 (PDT)  
**From:** [shelbyemailrelay@gmail.com](mailto:shelbyemailrelay@gmail.com)  
**To:** [dtappan@ewu.edu](mailto:dtappan@ewu.edu)

This report describes the activities of your EWU Senior Project team over the previous self-evaluation period (usually Saturday through Friday). It contains only public information. Private information and comments, etc. are available only to the instructor. If you notice any discrepancies or have questions, please contact Dan Tappan at [dtappan@ewu.edu](mailto:dtappan@ewu.edu).

**Sprint 19 Team Report**

Team 7: Blockchain Card Game

- STUDENT1
  - STUDENT2
  - STUDENT3
- [jsmith245@ewu.edu](mailto:jsmith245@ewu.edu) <[jsmith245@ewu.edu](mailto:jsmith245@ewu.edu)>

**Logged Hours**

The team is generally free to work whenever they want during the sprint. The expectation for a team of three members is 45 hours total (15 per member) on average. However, this number will vary throughout the course.

Individual Hours:

| Member      | Hours | All Sprints |     |      |                  |                  |                  |                    |                                 | Missed |
|-------------|-------|-------------|-----|------|------------------|------------------|------------------|--------------------|---------------------------------|--------|
|             |       | Total       | Min | Max  | Avg <sup>1</sup> | Avg <sup>2</sup> | Std <sup>2</sup> | Count <sup>1</sup> |                                 |        |
| STUDENT1    | 6.0   | 120.0       | 0.0 | 14.0 | 8.0              | 9.2              | 4.0              | 13                 | 2 (13%)                         |        |
| STUDENT2    | 15.0  | 119.0       | 4.0 | 15.0 | 7.9              | 9.9              | 3.3              | 12                 | 3 (20%)                         |        |
| STUDENT3    | ***   | 91.0        | 1.0 | 29.0 | 6.1              | 8.3              | 7.8              | 11                 | 4 (27%)                         |        |
| Team Total: | 21.0  |             |     |      |                  |                  |                  |                    | no report submitted this sprint |        |

<sup>1</sup>including and <sup>2</sup>excluding missed submissions for required sprints

Team Hours:

|     |      |      |     |      |      |     |     |     |     |      |      |      |      |      |      |      |      |      | Sprint |     |      |      |      | Total | Min | Max | Avg | Std |
|-----|------|------|-----|------|------|-----|-----|-----|-----|------|------|------|------|------|------|------|------|------|--------|-----|------|------|------|-------|-----|-----|-----|-----|
| 1   | 2    | 3    | 4   | 5    | 6    | 7   | 8   | 9   | 10  | 11   | 12   | 13   | 14   | 15   | 16   | 17   | 18   | 19   |        |     |      |      |      |       |     |     |     |     |
| 0.0 | 15.0 | 31.0 | 8.0 | 16.0 | 14.0 | 0.0 | 0.0 | 0.0 | 0.0 | 15.0 | 28.0 | 19.0 | 53.0 | 15.0 | 26.0 | 31.0 | 38.0 | 21.0 | 330.0  | 0.0 | 53.0 | 17.4 | 14.3 |       |     |     |     |     |

The following is optional descriptions of daily work that is not captured as activities below:

**Activities**

Activities are member-defined units of work that are formally tracked from sprint to sprint (unlike the optional descriptions above). Every activity must be accounted for from its creation until it is completed or abandoned.

**New Activities**

These activities were created by during this sprint.

STUDENT1

### Activity 83: Collections between node and webservice

managing the collections between node and web server. (one sprint expected)

## Continuing Activities

These activities were continued from the previous sprint.

### Activity 75.1: Design of battle system

Opened in Sprint 6 by STUDENT2; expected to take three sprints.

**Original description:** Layout of battle system and how the game loop functions

**Progress in Sprint 12** (expected to take two more sprints): Game logic and loop developed. Working on implementing in php

**Progress in Sprint 13** (expected to take two more sprints): Php started. Remains in progress.

**Progress in Sprint 14** (expected to take one more sprint): Game loop working. Working on layout and testing now before integration.

**Progress in Sprint 16** (expected to take two more sprints): Working on visuals in html and logic incorporation via php. Altering working game loop to be driven by action events. Also work on card representation in html so values can be dynamic via coding

**Progress in Sprint 17** (expected to take two more sprints): Event actions for cards in player hand assigned. Need to next incorporate turn structure with attacking and defending loops.

**Progress in Sprint 18** (expected to take one more sprint): Attacking of cards implemented. Need to incorporate Hero damaging by attackers and moving of units both attackers and defenders. Also need to implement basic AI for defender

**Progress in Current Sprint** (expected to take one more sprint): Loop implemented. Reworking graphics, timings and prompts so game flow us more easily tracked by the player. Debugging some defender AI logic.

## Completed Activities

These activities were completed during this sprint.

### Activity 82.1: Trade implementation

Opened in Sprint 14 by STUDENT1; expected to take four sprints.

**Original description:** Setup trading between webservice and nodes

**Progress in Current Sprint:** done with redeem and trade

## Team Reflection

This section refers to the team's collective perception of and reflection on the project over this sprint.

The instructions are: Consider the following four pairs of questions hierarchically. They are not the same question. If you think they are, then you are likely not using an appropriate breadth and depth of software-engineering thought. This course is a practical application of the aspects of product, process, and people. We are trying to account for everything: not just to create a good product, but also to learn from the process to improve the people. Reflect on the experience of the entire team collectively over this sprint. You do not need to account for all work, just two examples that are most representative of easiest and hardest. For reference, *understand* relates to the comprehension of what needs to be done; *approach* to how you think it should be solved; *solve* to implementing the actual solution; and *evaluate* to demonstrating to yourself and your team (if applicable) that the performance of your solution is consistent with everything else in the project. Remember [The Cartoon](#) from CS 350.

### Understand

**Easiest:** What aspects we need to complete.

**Hardest:** How best to present our work in final presentation.

### Approach

**Easiest:** How to test our completed sections.

**Hardest:** How to most accurately and fully document all of our work.

### Solve

**Easiest:** How to integrate the final web pieces.  
**Hardest:** The integration of the separately developed sections together.

## Evaluate

**Easiest:** How far along we are from finished product.  
**Hardest:** Testing of edge cases and user situations.

**Completion:** 90

**Contact:** N/A

**Comments:** Not at this time.

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