

Areebah Iqbal
CS 161 Section 01
Professor Tsao
28 April 2024

Week 13: Individual Report

Project Title: Memory-Math

Progress Summary:

- **List of action items that were completed:**
 - **State your new accomplishments that can be verified:**
 - Added User Data
 - End Game Screen
 - Game Page Logic (with a few minor bugs)
 - Completed Test Completion (Note: I will conduct another for the features in progress)
 - **State the features that have been finished so far:**
 - Login Page
 - Timer
 - Sign Up Page
 - Password Encryption
 - Home Screen
 - Admin Page
 - Game Page
 - Navigation
 - Gamer Instructions
- **Check Status:**
 - **How to check status of product:**
 - Navigate to dev/frontend. Once in the folder, install the dependencies by running `npm i`. Afterwards, run `npm start`. Go to `http://localhost:3000` to test the front-end.
 - Navigate to dev/backend. Once in the folder, install the dependencies using the `requirements.txt` file. Afterwards, run `python3 server.py`. Go to `http://localhost:5000` to test the back-end.
 - You can now interact with the product and see the status of it
 - **How to check weekly progress of product:**
 - Navigate to commit history:
<https://github.com/4reebah/memory-math/commits/main/>
 - Here you can see the commits made, the time they were posted, and the author of each commit.

- **See code changes:**
 - For a given commit on the commit history page click on the commit id to see code changes and more details

Helps, Feedbacks or Suggestions I have offered to my Colleagues:

- **Individual Project:**
 - For the individual project, I offered feedback to Gargi and Fariha. I gave them feedback in the Product Test Plan. On top of that, I gave them feedback after seeing their projects. Some of the feedback I gave to them was regarding the UI, the game implementation, and more.
- **Group Project:**
 - For the group projects, I offered feedback to various teams, such as JAL, Geo Unity, Beyond Bottles, and more. My team members and I shared our feedback through Discord. We gave them feedback on the UI, build instructions, and more. If we ran into any errors, we would also provide feedback about that. Each of the teams sorted our feedback into a short-term or long-term implementation. The teams implemented the feedback categorized in the short-term. Altogether, it was beneficial sharing our feedback to the other teams.