

Phase I: Web Game Devs

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Introduction

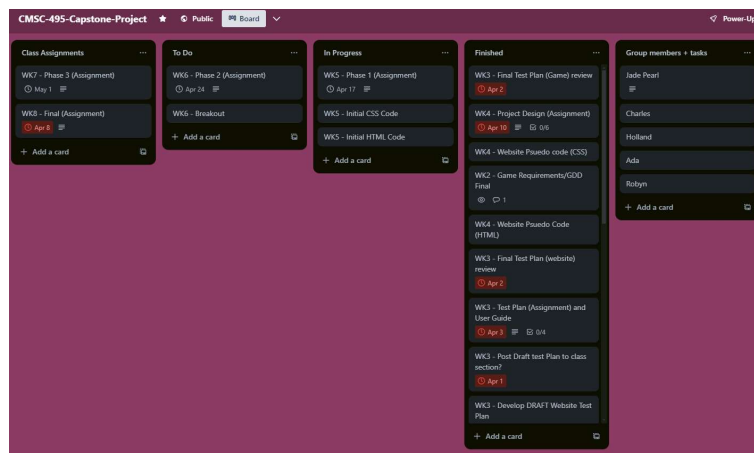
Phase 1 consisted of our team laying out the initial foundation and groundwork for the project. We've got our development environment up and running with a simple "Hello World" in Godot and have begun to tackle the responsive design and stylizing our CSS stylesheet. The initial index page is also laid out as a basic single page and works in modern browsers. Lastly, our GitHub repo is set for action; it is populated with information about the project, the team, and all of its data for us to implement and use version control and CI/CD. Our goal with this Phase was to ensure we had the initial foundation set and our dev environments working together as a team while pushing out the "Hello World" codes but with a little more to them.

Original Milestone for This Week

- **Milestone:** Successfully initiated the project with a basic "Hello World" setup in Godot, began CSS structuring for responsive design, and established GitHub for version control and CI/CD processes.
- **Status:** On schedule, though we've hit minor delays in CSS integration due to unforeseen technical challenges.

Achievements

- **Hello World Setup:** Successfully compiled and ran the initial setup in Godot, confirming the correct setup of the development environment. Initial setup of localized index.html/homepage.html site.
- **CSS Structuring:** Kicked off the CSS stylesheet setup categorized into base styles, desktop, tablet, and mobile sections.
- **Figure 1:** Screenshot of the Trello board showing the task assignment for initial CSS setup.



- **Figure 2:** Screenshot of the CSS code block implemented for the base styles.

```
@import url('https://fonts.googleapis.com/css2?family=JetBrains+Mono:ital,wght@0,100..800;1,100..800&display=swap');

/*//////////////////// BASE STYLES //////////////////////*/
/* declaring some variables */
:root {
  --gray-background: #DDD;
  --border-radius: 0.4rem;
}

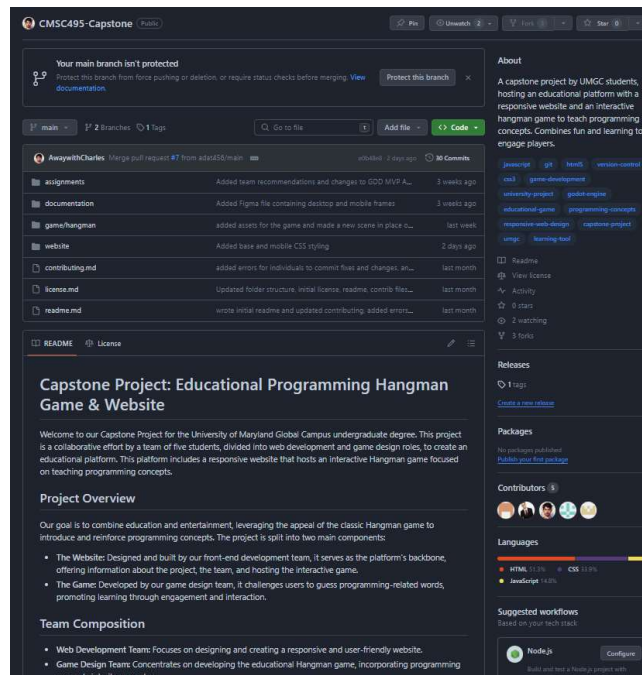
/* setting/resetting styles on all elements */
html {
  height: 100%;
}

body {
  min-height: 100%;
}

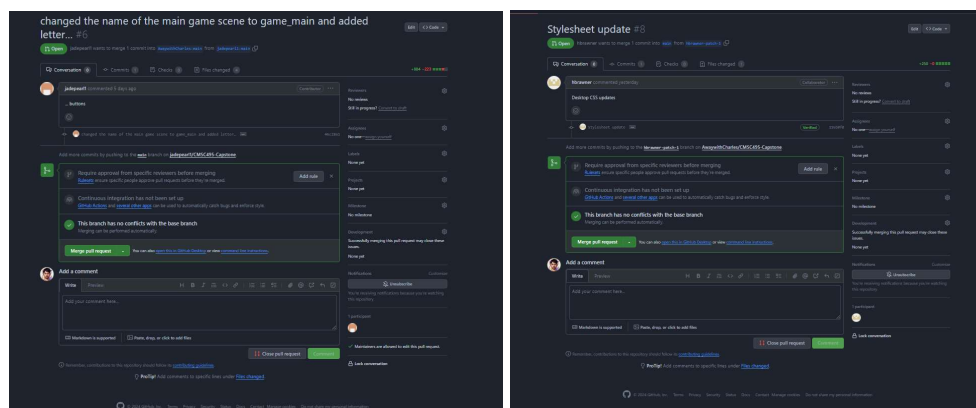
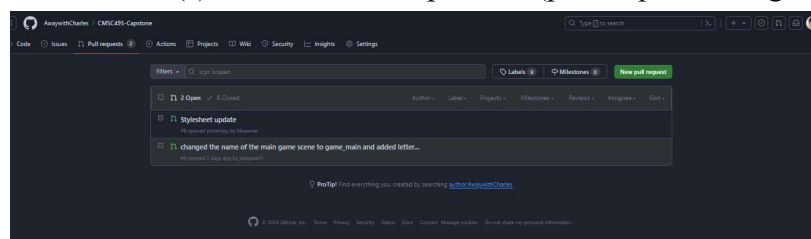
*, h1, h2 {
  font-family: JetBrains Mono;
```

Achievements cont.

- **GitHub Setup:** Established repositories and set up CI/CD pipelines.
- **Figure 3:** Screenshot of the GitHub repository showing initial setup and populated with information/data for the project.

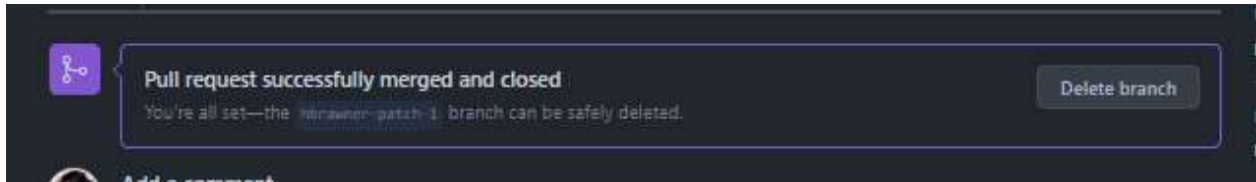


- **Figure 4:** Screenshot(s) of the GitHub repo PR's (pull requests/merge requests).



Problems Encountered

- **GitHub Merge Conflicts:** Encountered and resolved merge conflicts that delayed some of our development tasks.



- **CSS Integration Delays:** I faced issues with CSS cascading rules, requiring additional troubleshooting and adjustments.

Decision Reevaluation

- **GitHub Strategy:** Revised our approach to branch management and pull request processes to prevent future merge conflicts. We also had team meetings to discuss and talk about how we were using GitHub to prevent future issues.
- **CSS Strategy:** Adjusted the approach to CSS development, prioritizing base styles to ensure consistency across devices before moving on to device-specific styling.

Document Revisions

- **Game Development Document (GDD):** Updated to reflect game logic handling and integration changes.
- **Design Plan Document:** Revised to include the new CSS structuring approach and GitHub workflow enhancements.

Progress

- **Initial Webpage:** The first version shows the integration of the essential CSS and game setup.
- **Figure 4:** Screenshot of the initial webpage as deployed locally.



Conclusion

The first Phase of the Web Game Dev project has laid a solid foundation for subsequent development. Despite some challenges with GitHub, adjustments were made swiftly to keep the project on track. The team remains committed to adhering to the project timeline and ensuring our project will be completed on time.