

## CIS 4910 – Team AI Usage Log Template (with Prompt History)

Team Name: GameHub

Sprint #: 3

Date: 11/4/2025

### 1. AI Tool(s) Used

List all AI tools used this sprint (e.g., ChatGPT, GitHub Copilot, DALL·E, diagramming tools).

- Tool 1: GitHub Copilot
- Tool 2: Gemini
- Tool 3: **N/A**

### 2. Purpose of AI Use

Briefly describe what task(s) the AI supported. (Check all that apply)

- Brainstorming requirements or design alternatives
- Drafting user stories/backlog items
- Writing or refining code
- Debugging / troubleshooting errors
- Generating or suggesting test cases
- Drafting documentation (manuals, tutorials, design specs)
- Reviewing code for quality or security
- Other:

### 3. Prompt History & Refinement

Document at least two iterations of prompts and outputs. Show how the team improved or refined the request to get better results.

Iteration	Prompt	AI Response (summary) (Attached Below)	Team Action (Accepted / Edited / Rejected)
1	I want to fix the gameplay screen on mobile. Even with the chat not reaching it's max messages the vertical scroll is enabled and it shows white parts	*1	Accepted / <b>Edited</b> / Rejected

of the bottom and top of the screen. Is there any way this can be removed on the game play screen only.

2 That's good it's starts off as non scrollable. But now in the chat when the first three messages are sent on mobile it causes the gameplay screen to be scrollable. Then when there is five messages the chat becomes scrollable. The chat being scrollable is fine but I don't want the page to become scrollable once the chat starts to fill with messages on desktop and mobile.

\*2

Accepted / Edited /  
Rejected

3 window.addEventListener('beforeunload', () => { const roomId = sessionStorage.getItem('roomId'); if(roomId){ socket.emit('leave-game', roomId); } }); can you tell me why this block doesn't get triggered by iphone/safari users?

\*3

Accepted / Edited /  
Rejected

## 4. Share Links to AI Sessions

Provide links to the AI chat(s) or session(s) used.

- Link 1\*:

I'll fix the vertical scrolling issue on mobile by preventing body scroll on the gameplay screen.

styles.css+6-0

Now I need to add the `game-page` class to the body element in drop4.html:

Read drop4.html, lines 1 to 15

drop4.html+1-1

Now let me also update the game-wrapper to handle scrolling properly on mobile:

Read styles.css, lines 60 to 80

The game-wrapper already has the correct settings. Let me update the mobile styles to ensure proper scroll handling:

Read styles.css, lines 375 to 400

styles.css+3-0

Perfect! I've fixed the scrolling issues on mobile for the gameplay screen. Here's what I did:

### Changes Made:

1. **Added body.game-page CSS class:**
  - Sets `overflow: hidden` to prevent body scrolling
  - Sets height: 100vh to contain everything within viewport
2. **Added `game-page` class to body in drop4.html:**
  - This class is only applied to the game board page
3. **Updated mobile `.game-wrapper` styles:**
  - Added height: 100vh to fill the viewport
  - Added `overflow-y: auto` to allow scrolling within the wrapper only
  - Added `overflow-x: hidden` to prevent horizontal scroll

### Result:

- No more white space at top/bottom on mobile

- Body scroll is disabled on gameplay screen only
- Content scrolls within the game-wrapper if needed
- Other pages (login, homepage, etc.) still scroll normally
- Chat scrolls independently within its container

The gameplay screen now stays contained within the viewport with no unwanted scrolling or white spaces showing!

```

392      gap: 20px;
393+      height: 100vh;
394+      overflow-y: auto;
395+      overflow-x: hidden;
396    }

8      </head>
-
9+      <body class="game-page">
10

      overflow-y: auto;
}

body.game-page {
  overflow: hidden;
  height: 100vh;
}

```

- Link 2\*:

```
277     flex-direction: column;
-      min-height: 500px;
278+ height: 500px;
279+ max-height: 500px;
280 }

~~~

287 .chat-box {
288   flex: 1;
289+ min-height: 0;
290   overflow-y: auto;
291   overflow-x: hidden;
292   background: □rgba(0,0,
293   border-radius: 8px;
294   padding: 10px;
295   margin-bottom: 10px;
-   max-height: 400px;
296   display: flex;

420   width: 90%;
421   margin: 0 auto;
-   flex: none;
422+ flex: 0 0 auto;
423   order: 2;
-   min-height: 300px;
424+ height: 300px;
425+ max-height: 300px;
426 }
427
428 .chat-box {
-   max-height: 250px;
429+ flex: 1;
430+ min-height: 0;
431 }
432 }
```

```
454  .chat-container {  
455+   min-height: 250px;  
456+   height: 250px;  
456+   max-height: 250px;  
457     padding: 15px;  
458     width: 95%;  
459   }  
460  
461  .chat-box {  
462+   max-height: 200px;  
463+   flex: 1;  
463+   min-height: 0;  
464 }  
465
```

- Link 3\*:

window.addEventListener('beforeunload', () => { const roomId = sessionStorage.getItem('roomId'); if(roomId){ socket.emit('leave-game', roomId); } }); can you tell me why this block doesn't get triggered by iphone/safari users?

You're hitting a known limitation of Safari on iOS (including iPhone): `beforeunload` events are not reliably supported or triggered in mobile Safari. Here's why and what you can do about it:

## ✖ Why `beforeunload` fails on iPhone/Safari

### 1. Safari restricts `beforeunload` for performance and UX

Mobile Safari intentionally limits `beforeunload` and `unload` events to avoid blocking navigation or showing confirmation dialogs. This means:

- The event may not fire at all.
- Even if it fires, async operations like `socket.emit()` are often ignored or cut off.

### 2. Async calls are dropped during unload

Even on desktop browsers, `socket.emit()` inside `beforeunload` is risky because:

- The browser starts tearing down the page immediately.
- Network calls may be aborted before they complete.

## ✓ Recommended Fixes

### 1. Use `visibilitychange` for mobile reliability

Js

Copy

```
document.addEventListener('visibilitychange', () => {
  if (document.visibilityState === 'hidden') {
    const roomId = sessionStorage.getItem('roomId');
    if (roomId) {
      socket.emit('leave-game', roomId);
    }
  }
});
```

*\*(If a tool doesn't allow link sharing, attach screenshots as evidence.)\**

## 5. Outputs Received & Team Revisions

Summarize final outputs adopted into the project and explain how they were refined by the team.

AI generated 9 user stories. We kept 4, rephrased 3, and rejected 2. Final stories were included in the backlog.

Example:

AI generated 8 user stories. We kept 5, rephrased 2, and rejected 1. Final stories were added to the backlog.

## 6. Ethical & Professional Considerations

- Did the AI output raise accuracy, bias, or copyright concerns? No
- How did the team ensure compliance with the course AI policy? Accurately recorded use of AI

## 7. Contribution to Project

Briefly describe how this AI has advanced your project this sprint.

During the sprint, AI helped refine our codebase by improving mobile compatibility, allowing faster debugging and smoother deployment across devices. We enhanced navigation from GameHub to Drop 4 and restructured game joining and menu selection.

## 9. Sign-Off

We confirm this log accurately reflects the team's AI usage.

Team Members (type names):

- Benito Reyes
- Mekhi Green
- Ramsey Burls
- Brandon Brown

Submission Instructions: Upload this log with each sprint package in Canvas. Ensure prompt history and share links are included.

## **Ethical Implications**

The team recognizes that building an online multiplayer platform involving user accounts, chat functionality, and real-time gameplay introduces ethical considerations regarding data privacy, responsible communication, and intellectual property. Our system features a secure user login, randomized game room codes, and a real-time chat system for players and spectators. The following sections outline the ethical risks, mitigation measures, and ongoing monitoring plans.

### **1. Ethical Risks**

#### **a. Copyright**

- i. Established companies originally own similar games included.**  
Replicating its rules, name, or visual features without permission could infringe on intellectual property rights.

#### **b. Data Security and Privacy**

- i. Enabling user accounts introduces risks like unauthorized access, password leaks, or improper data storage.
    - ii. Although our design doesn't store unnecessary personal data, handling credentials can risk confidentiality if not correctly secured.
  - c. Chat Misuse and User Conduct
    - i. The live chat feature could be exploited for harassment, hate speech, or NSFW language, creating a toxic environment for players and spectators.
2. Mitigation Strategies
- a. Copyright Compliance
    - i. Our implementation of games avoids copyrighted assets, using only the generic gameplay mechanics under fair-use principles.
    - ii. The final configuration will feature original designs, artwork, and naming conventions to ensure the project's independence from commercial versions.
  - b. Data Protection and Security
    - i. All user passwords are encrypted before transmission and storage.
    - ii. No sensitive personal data (such as addresses or payment details) is collected or stored.
    - iii. Access tokens and game room identifiers are randomly generated, preventing unauthorized access to sessions.
  - c. Safe Communication Channels
    - i. A basic moderation system will be implemented to minimize inappropriate messages.
3. Monitoring and Continuous Improvement
- a. Routine Security Testing
    - i. We will conduct regular vulnerability checks and audits of authentication endpoints and encryption methods to prevent data leaks.
  - b. Feedback Mechanisms
    - i. Encourage player reporting and feedback on technical or ethical concerns to promote transparency and responsiveness.
  - c. Version Control documentation
    - i. Maintain detailed commit logs for updates, ensuring traceability of security-related changes.
  - d. Ethical Review Iterations
    - i. With each major update, we will re-evaluate emerging risks, especially as more games are added to adapt to policies and protections.