

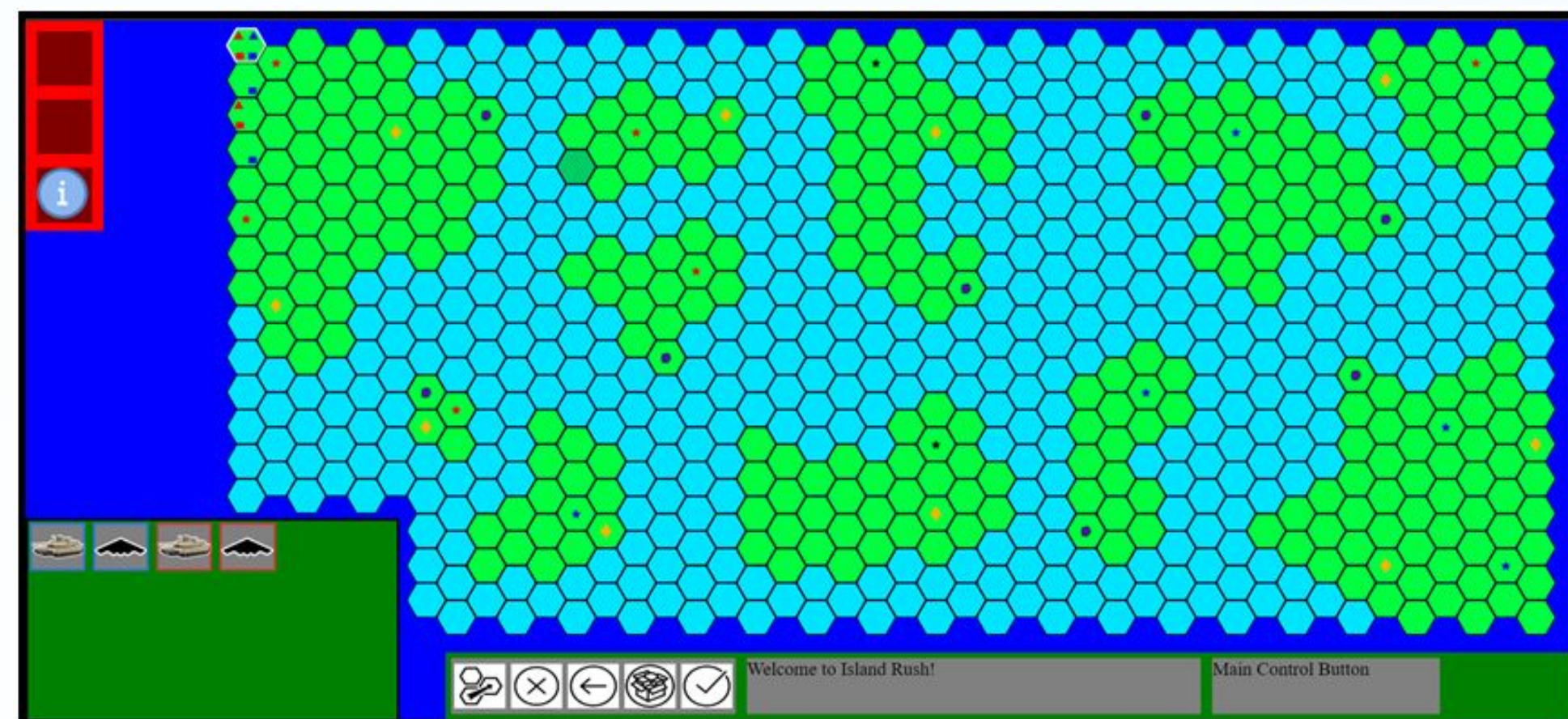
Island Rush: K3

A Military Strategy Teaching Game

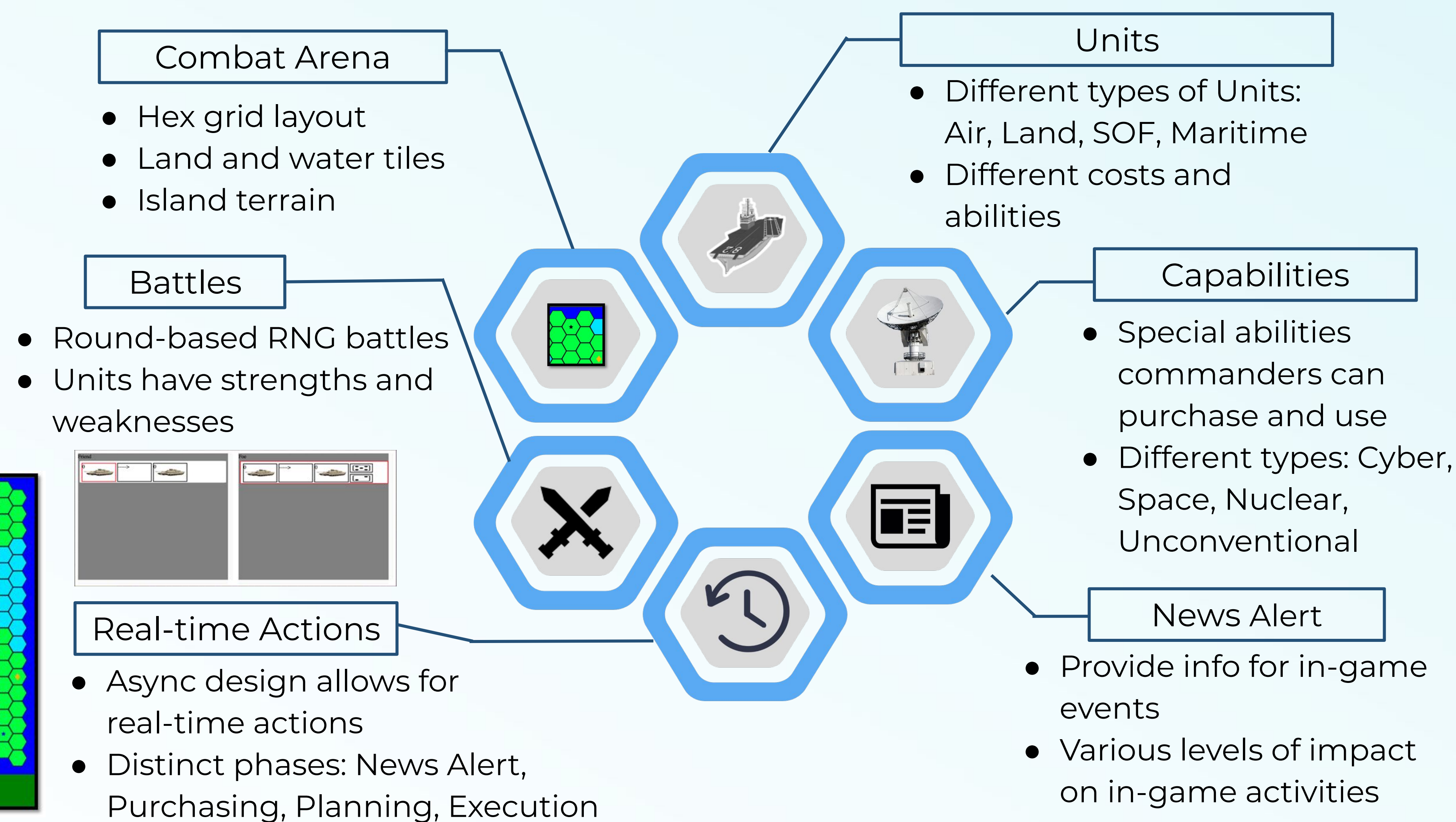
Group Members: David Huarng, Jonathan Weishuhn, Minhawn Oh,
Spencer Adolph, Shipeng Yang, Bozhao Zhang, Barret Pickett
CSCE 606 Project Poster

Introduction

- Military Strategy **Teaching** Board Game for USAFA.
- Game is played through a **web-app**
- Consists of **two teams** of 4-5 students
- **Objective:** Teams make **real-time** actions to **place** and **move** units, **battle** the enemy, **conquer** island territories, and ultimately **capture** the opposing team's **home island**



Design



Lessons Learned

1. Better **documentation** in code for other developers to understand and take over
2. Better file **classification** for other developers to navigate code
3. Better **documentation** on the project itself for other non-coding people to understand the project

Technologies Used

- Node.js
 - Frontend
 - Backend
- Redux
- React
- MySQL
- Azure
 - Production



Challenges

1. Legacy code hard to understand. (Little Documentation and large code base)
2. Not everyone is familiar with Javascript(Node, React, Redux) or SQL

Solutions

1. Watch Youtube tutorial videos on the things we are working on
2. Project owner walks through the code and explain it very detailed to all of the developers

Results & Conclusions

We made the game work and met requirements of our customers, although there are still more features that need to be done. We did a lot of work on documenting the whole project(including non-coding part) so that the contractors that our customers hire would have a better understanding of the whole game and the code base.