Power Play

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Project description

•**Collect and Trade Cards:** Build your collection with digital trading cards featuring real NBA and WNBA athletes.

•**Real Stats, Real Strategy:** Each card's power is based on actual player performance stats like points, assists, and rebounds.

•**Battle and Progress:** Create a 5-card deck and compete in turn-based battles influenced by strategy and optional dice rolls.

Tools Used in Development of Powerplay

IDE

We used VSCode as our editor, and mostly worked in JavaScript for our backend

★★★★★

VCS Repo

We used Github to track and push changes

★★★★

UI Tools

Hbs, HTML, CSS, bootstrap

★★★★

Application Server

NodeJS was our application server

★★★

Ezgif

We used EZgif to convert video demonstrations of the website into gifs for the tutorial.

★★★

Deployment

We used Render to host our website

★★

PostgreSQL DB

We used PostgreSQL for our player database

★★★★

Testing

We used mocha and chai to test our website

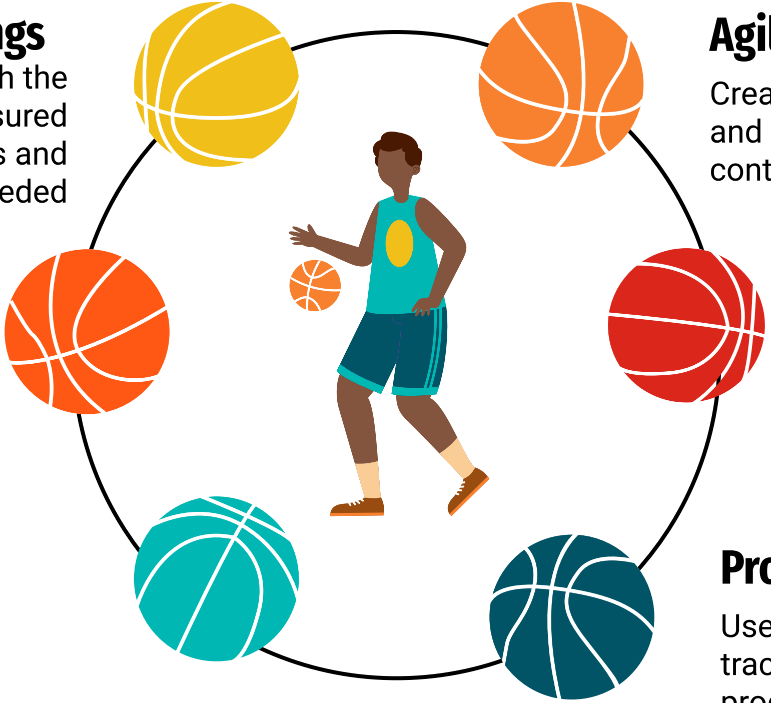
★★★

Framework

Express in Node

★★★

Our Development Strategies



Consistent Team Meetings

Weekly meetings with the team that ensured consistent progress and assistance where needed

Slack

Used Slack as primary means of communication. Different channels for different features/functionalities.

Agile & Iterative Approach

Created and push features and improvements continuously to Github.

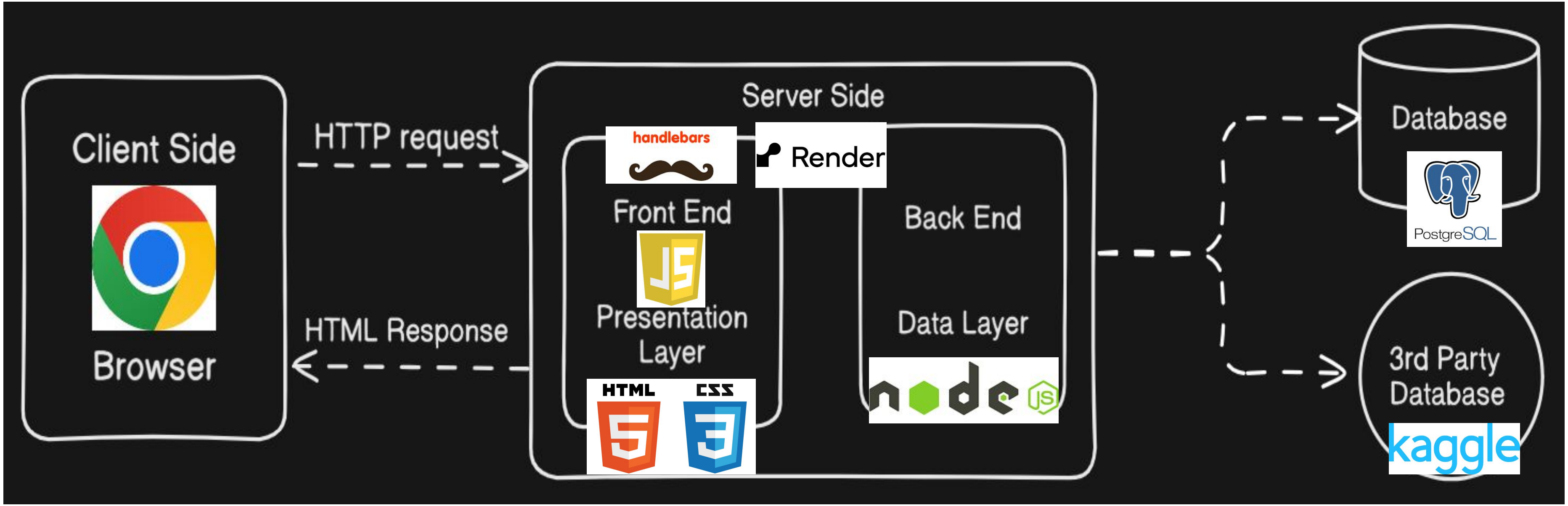
Peer Code Reviews

Pull requests made on Github regularly insured that our changes to the website were peer-reviewed and good to go. Protected ‘main’ branch.

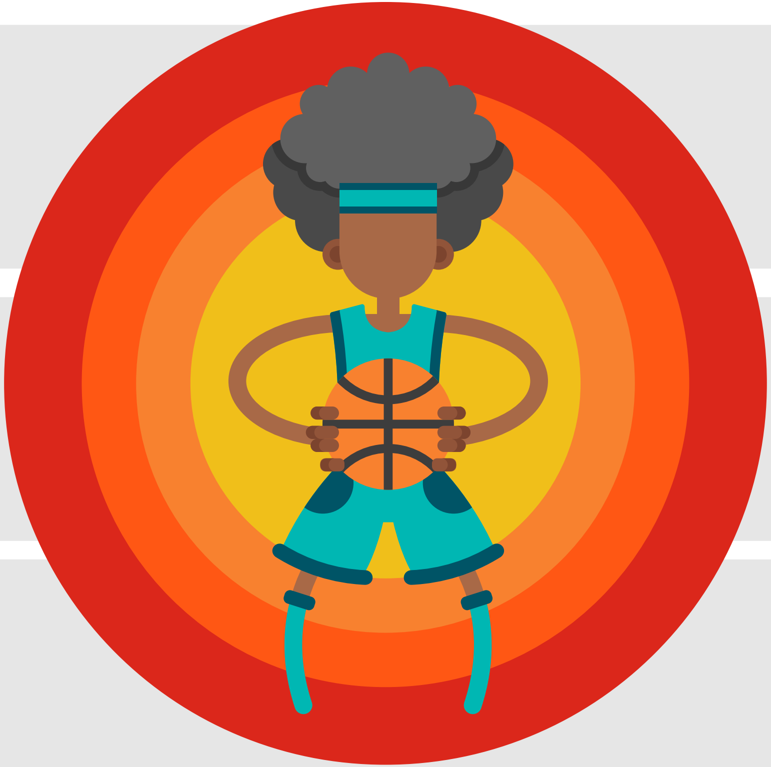
Project Board

Used a Kanban board that tracked tasks and progress on features.

Architecture Diagram



Challenges



Password Verification

When we added password verification, we had to rewrite unit tests

Github

Accidentally pushing node_modules (.gitignore)

Live Battles

Battles between 2 human players still a challenge, bots only for now.

VSCode

Improper rebasing and challenging merge conflicts

DB Population

ESPN API endpoints were unfinished, so we used a local Kaggle DB instead.

Creating Cards

Couldn't automate card creation, so had to make playing cards by hand.

Future Scope

1

Live Battles

Battle against a human, while you're both logged in

2

Social Page

Add friends and followers

3

3-Way & Multi Trades

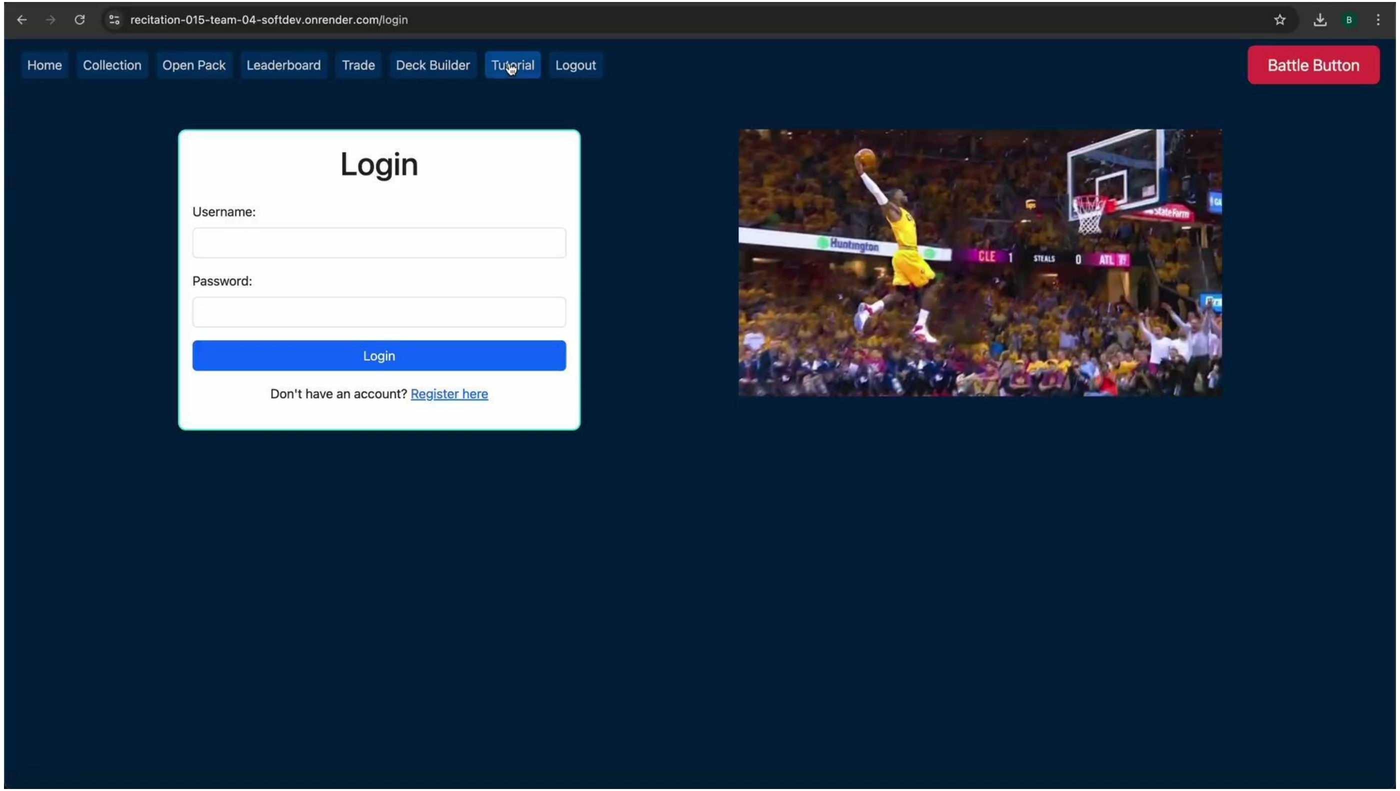
Be able to trade multiple players between 3 teams (up from 2)

4

More Data

Add other sports such as tennis or soccer as playing cards.

Demo of Project



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