Seven Nation Army

Technology Stack

React

Electron

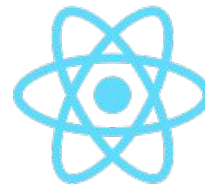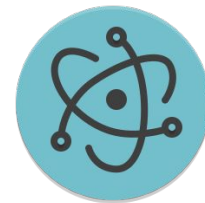Flask

Amazon Web Services

Firebase

Structure

- Client
  - Client validates moves
  - Displays map/moves
  - Lobby for players to join a session
  - Chat with other players
  - login/register
- Server
  - Compares the actions of all players against each other
  - Stores user info
    - Playername, id, email, password
  - Stores the state of the game
  - Adds players to sessions

Demo

Post mortem - what went right

- Electron integration is dead simple to implement
- Good start with documentation on what we wanted this game to achieve in terms of
  - Features
  - Scope
- All members contributed equally to the assignment

Post mortem - what went wrong

- Poor time management
- Unfamiliarity with language
- Change in technology
  - Done before major development
- Multiple changes to the data structure of the database
- Lack of communication at times
- Bad judgement on the amount of work needed
- Front-end did not fit the back-end due to members not being on the same page.

Future work

- Add a timeline for unit movements
- Implement the rest of the possible orders
- Add more features to the front end
- Friends list
- Enhance aesthetics

Conclusion

- Good Learning experience
  - First time most of the members have attempted to make a game
  - Increased knowledge in Python, HTML, CSS, Electron, Firebase, Javascript