# Project Milestone 3 Writeup

**Group Name and Number:** 203-5 Trouble Twist

**Group Members:**
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**Application Name:** TT Games

**Milestone Document Writeup Questions:**
What features were completed?
- Web UI hosted on Github pages with custom domain (ttgames.us)
- A Unity executable that initializes lobbies and displays connected players
- Randomly generated, unique game codes, that allow there to be different instances of the game running at the same time and let the server connect clients to their hosts individually.
- Web UI that allows user input of name and game code and connects to the server to display a lobby of connected clients upon successful connection.
- Simple error handling on the client/server side to handle invalid inputs and disconnections
- An AWS EC2 server is always running which can run the server-side code (developers can SSH into the server directly) whose IP is static and public.
- NodeJS code which manages websocket connections between clients (browsers) and hosts (unity applications)

What worked during the demo?
- Creating a unique lobby with a game code
- Having client connect to the lobby from different IP addresses
- Displaying connected clients to the unity application
- Displaying connected clients to the website clients
- Removing disconnected clients from the client websites
- Having client websites show an error when a host closes down the lobby

What issues were faced either during the development or during the demo?
- During development, one of the issues faced involved setting up an https website and having to transition it to http
- Another development issue was figuring out the architecture of our project
- During the demo, we had issues disconnecting from the game instance on Unity

What were the suggestions offered by the TA?
- It was suggested that we add disconnecting and reconnecting to our todo list, so that players can reconnect to a game instance after disconnecting.

Individual contributions by each team member:
- James Bohn: Server architecture and message handling, Web client interface with server communications.
- Alexey Yermakov: HTML user interface (static files and some JS), initial server development (Creation of AWS account, EC2 instance, EBS storage, EC2 and EBS integration, server set-up), meeting management
- Jake Tracy: Initial Unity development, project documentation, wireframe layout of Unity application, initial development of logic mapping of Unity application
- James Ryan: Initial Unity development, project/milestone documentation, initial development of logic mapping of Unity application
- Conor Simmons: Initial server development, Unity-side communication
- Blake Peery: Game host lobby, Unity-side communication