

Project Milestone 5

Group Name and Number: 203-5 Trouble Twist

Group Members:

Jake Tracy - jakewoodtracy
James Bohn - jbohn3353
Alexey Yermakov - yyexela
Conor Simmons - conorsim
James Ryan - jary7635
Blake Peery - BlakeP32

Testing:

Test Set 1: Web Client Features

- Test case 1: Clicking 'Submit' with a missing username or game code should result in the web UI informing the user with "Error: Empty field(s)"
- Test case 2: Clicking 'Submit' with an included username but an incorrect game code should result in the web UI informing the user with "Error: Invalid Game ID"
- Test case 3: Clicking 'Submit' with a username that already exists in the game and a valid game code should result in the web UI informing the user with "Error: Duplicate Username"
- Test case 4: Clicking 'Submit' with included username and a valid game code should result in assigning the user to the corresponding game

Test Set 2: Server Features

- Test case 1: Start three different lobbies on three different Unity hosts to test that the server can manage multiple game instances. Ensure that each game code is unique
- Test case 2: Have at least four users join a game to test whether the game instance can manage multiple players
- Test case 3: Start a game with at least four users and have each user select a different answer and check that the server returns three incorrect answers and one correct answer

Test Set 3: Unity Features

- Test case 1: Create a text file containing 100 quotes and a separate text file with 100 'answers' (people who said each respective quote). Both of these files will be read by the C# script in the Unity instance and, upon hitting the play button to run the script in Unity, the five different on-screen text boxes should be populated with a quote and four possible answers with one correct answer
- Test case 2: Upon each test with the play button, check to see that a correct answer is one of the possible answers for a given quote/question and that it is in a random position of the four possible answer boxes. Also check that the correct answer is stored as being correct in the C# file

- Test case 3: Repeat this test in Unity several times to check that different quotes and answer choices are loading for each instance of play

Individual Contributions:

James Bohn:

- Server architecture and message handling, web client interface with server communications. Changed github pages repo to production repo rather than copy after getting ownership.
- https://github.com/CSCI-3308-CU-Boulder/203_5_F20/commit/3ffc11c06cda6fe27f25325378cd7a46095cdf88

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, initial websocket communication development between server and clients, website-side server communication and messages
- Link to latest Github Push:
https://github.com/CSCI-3308-CU-Boulder/203_5_F20/commit/3f4fedf0a942c79ad98bd0555e7144b5276c9937

Jake Tracy:

- Initial Unity development, project documentation, wireframe layout of Unity application, initial development of logic mapping of Unity application, support and research for final Unity development
- Link to latest Github Push:
https://github.com/CSCI-3308-CU-Boulder/203_5_F20/blob/master/Unity/Quotes%20and%20Answers%20Link.txt

James Ryan:

- Initial Unity development, project/milestone documentation, initial development of logic mapping of Unity application, development of multiple choice game format for questions in Unity and file input/output utilizing a document of quotes to generate random questions and four corresponding answer choices in a random order for the gameplay
- Link to latest Github Push:
https://github.com/CSCI-3308-CU-Boulder/203_5_F20/tree/UnityDemo/GenerateQuestions

Conor Simmons:

- Initial server development, exploratory research and ideation to pivot to a different architecture (AWS), established C# websocket communication, set up the node.js server to run perpetually, maintaining integration between server and Unity
- https://github.com/CSCI-3308-CU-Boulder/203_5_F20/commit/164ceb7ac5afc3acd9402be83c22568e32f9d753

Blake Peery:

- Unity game host lobby, Unity-side communication, Unity UI, created a document with quotes for our unity game.
- https://github.com/CSCI-3308-CU-Boulder/203_5_F20/commit/901282f81bbc60972238d3767b560e27ea3cfe13

Project Management Board:

Jira Software interface showing the Backlog for project ttgames-203-5. The backlog is filtered by 'Sprint 3' (13 issues) and 'Only My Issues'. The issues are listed with their descriptions, assignees, and priorities.

Issue Description	Assignee	Priority	Version	Count
As a user, I want to have an interface to interact with the program on my phone	Web UI	AY	T25-6	8
As a user, I want to see something entertaining after I connect	Web UI	AY	T25-33	3
As a developer, I want game codes to be case insensitive	Server	JB	T25-32	3
As a developer, I want to make sure that there are no duplicate usernames in one lobby	Server	JB	T25-31	3
As a developer, I want to ensure messages are forwarded between clients and hosts	Server	JB	T25-38	2
As a developer, I want to have my server run the server-side code without having a developer logged in	Server	JB	T25-39	5
As a developer, I want to randomly choose a quote to display for the game	Unity	JR	T25-35	3
As a developer, I want to import famous quotes into the game	Unity	JR	T25-8	2
As a developer, I want to randomly generate answers for each quote/question	Unity	JR	T25-36	3
As a user I want to see who is connected to my game lobby after I start a game session	Unity	JR	T25-37	5
As a developer, I want to create a UI that users can interact with in the game	Unity	JR	T25-11	5

Jira Software interface showing the Backlog for project ttgames-203-5. The backlog is filtered by 'Backlog' (3 issues) and 'Only My Issues'. The issues are listed with their descriptions, assignees, and priorities.

Issue Description	Assignee	Priority	Version	Count
As a developer, I want to randomly choose a quote to display for the game	Unity	JR	T25-35	3
As a developer, I want to import famous quotes into the game	Unity	JR	T25-8	2
As a developer, I want to randomly generate answers for each quote/question	Unity	JR	T25-36	3
As a user I want to see who is connected to my game lobby after I start a game session	Unity	JR	T25-28	5
As a developer, I want to create a UI that users can interact with in the game	Unity	JR	T25-11	5
As a user, I want to know when someone disconnects from the lobby	Unity	BP	T25-41	-
As a user, I want to know who chose the right answer for each question in the game	Unity	JR	T25-37	5

Backlog 3 issues

Issue Description	Assignee	Priority	Version	Count
As a developer, I want to create an executable and test it to ensure that the game runs as I intend	Unity	JR	T25-9	2
As a developer I want persistent storage so that I can have data that lasts between game sessions.	Server	JR	T25-13	13
As a developer, I want lobbies to have a maximum number of users	Server	JR	T25-40	-