

TEAM NAME: Ominous Corp.

TEAM NUMBER: 201-4

MEMBERS:

Jake Martin

Ryan Marizza

Angelo Vacca

Mauro Nannini

Chirag Telang

PROJECT MILESTONE 5

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Features and Tests:

- User Account Creation
 - A test POST request will be sent to the server. The data sent within this request will include username, password, email, and name. Multiple test cases with repeated emails will be sent to verify user creation only if the user is new. Once this test is completed, the users will be cleaned from the database.
 - Steps:
 1. User will navigate to the home page
 2. User will click on the "Sign In" button located on the Nav bar
 3. User will click the "New User?" button located near the bottom of the login page
 4. User will be redirected to the sign up page where they will be asked to input name, email, username, and password
 5. If the username/email is unique to the user, the account will be created
 6. Once account creation is confirmed, the user will sign in to their account through the home page.
 7. On a successful login, the user will be redirected to their profile page
- Login to Existing Account
 - A test POST request will be sent to the server. The data sent within this request will include username, password, email, and name. Multiple test cases with different users will be sent to attempt logging in to test accounts. Once this test is completed, the users will be cleaned from the database.

- Steps:
 1. User will navigate to the home page
 2. User will click on the “Sign In” button located on the Nav bar
 3. User will be redirected to the sign in page where they will be asked to input username, and password
 4. If the username/password credential is accepted, the user will be successfully logged in
 5. The user will then be redirected to their profile page
- Main Game
 - The user should be able to find an online match
 - The user should be able to control their tank’s movement and weapons while in a match
 - The user should be able to see gameplay-relevant stats like health points
 - The user should be able to use power ups and other similar abilities to take down other players
 - The user should be able to loot other fallen players and use their weapons/powerups
 - The user should be informed via a popup whenever they win or lose a match, and be prompted to either return to the main menu or find a new match
 - The user should be able to navigate through all in-game menus

Individual Contributions:

- Jake Martin:
 - Working on the game prototype in Unity with Angelo. My main work has focused on the smooth movement of the tank, having it have momentum and “turn” so to speak.
 - Finding the free Unity-store assets that are the graphical backbone of the game.
 - Ryan and I have also been working to get the Unity game build and our heroku site to work together, which is still an in-progress issue.
 - For our Unity workflow, Angelo and I both use Unity collaborate, and then at the end of each session I push all of our changes to GitHub.
 - Latest commit (with Angelo):
<https://github.com/CSCI-3308-CU-Boulder/The-Ominous-Corp/commit/1f2618f2730c941feeb5f482fa876801f1006359>
- Ryan Marizza
 - My main contributions have been to create the functional login/registration pages using Javascript and Postgresql .
 - Also, I hosted the app website on Heroku.

- In doing this, I also had to host the Postgres database on Heroku using Heroku postgres.
- I'm currently working with Jake to get Unity game build to work on Heroku site.
- Also, I'm working with Chirag to implement HTML stylization for the site.
 - Latest Commit to github:

<https://github.com/CSCI-3308-CU-Boulder/The-Ominous-Corp/commit/7c9763ae6b0fee50ad3435f4f8679c6a99e3b8bb>
- Angelo Vacca:
 - Working on the game prototype with Jake. Features created include: character firing projectiles, character hitboxes, character aiming, some work on character movement and overhead camera.
 - Assisted in finding some potential resources and information about unity game and website integration
 - Github commits are usually shared with Jake as we work together on the game.
 - Latest commit:

<https://github.com/CSCI-3308-CU-Boulder/The-Ominous-Corp/commit/1f2618f2730c941feeb5f482fa876801f1006359>
- Mauro Nannini
 - Has been unavailable in recent weeks due to illness, is just recently back and able to start helping. Looking into getting entire game file to appear on Node.js
- Chirag Telang
 - Working on creating the main home page in HTML, as well as the front end design of other webpages embedded within the home page
 - Assisting in finding resources and information about integrating my login page design with the actual database created by Ryan
 - Latest Commit
 - <https://github.com/CSCI-3308-CU-Boulder/The-Ominous-Corp/commit/b4c6d8f760276d7fd679cb5f3531eab3ef47f1d8>