

Software Development

Group Project Milestone 2

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Davis Cohen,

Duke Manchester,

Chelsea Stockberger

Milestone 2

Project Features List

- Log in system - will have individual user accounts that also has scores of how well that user has done in the games
- Game 1 - 2-D visual style boat game described in Milestone 1 with interludes of math problems.
- Game 2 - notecards that flash a multiplication/division problem. User will be on a timer and will have to answer as many questions as possible in that amount of time. Will need a certain score to pass to the next level.
- Game 3 - Word Problems that the user is prompted to answer, includes riddles.
- Scores - Page with scores on each game.

Requirements

Epic example

- Sprint example

Make a Style Sheet (_someone_):

- Create a website (HTML)

Login System (Davis and Riley):

- Research how login pages work

- We should be using html, css and javascript to create this login page
- We will need to research how to create and connect a database to this page, so that the user's information is saved within our system

Game 1 (Duke and Chelsea):

- Up to Duke and Chelsea on how complex the game is and how visual the game is
- Figure out which coding language is best suited for making the game (i.e javascript or unity)
- Create website (HTML)
- Decide what type of subject the game is geared towards

Game 2 (Kylie and Jules)

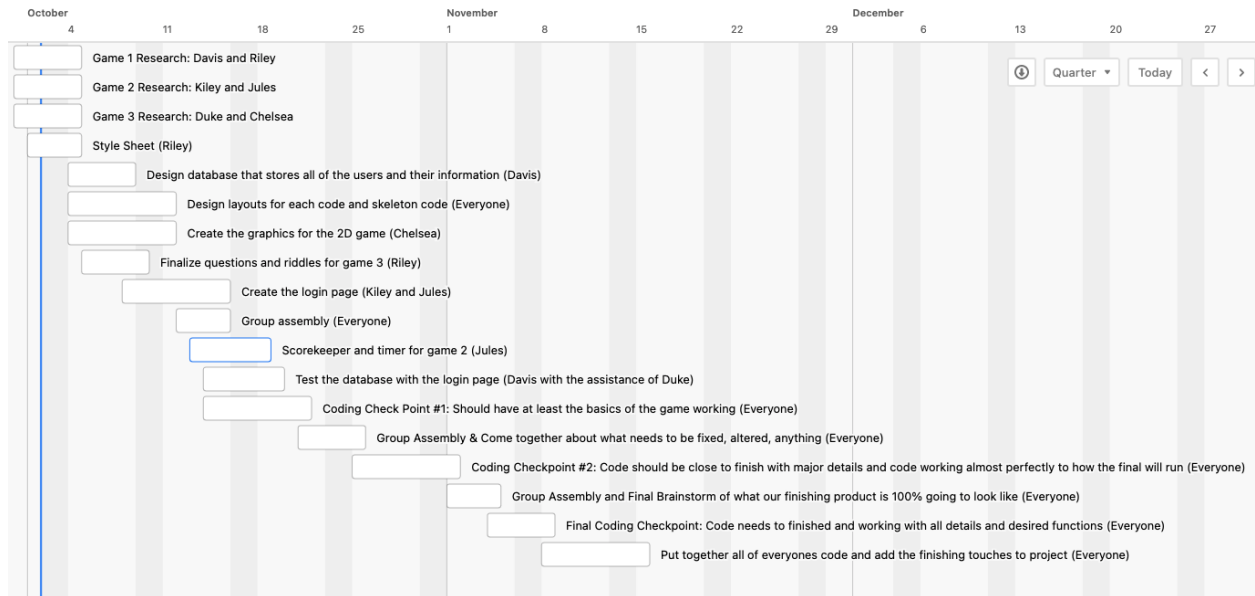
Game 3 (Riley and Davis)

- Research user input, JavaScript, how to randomize questions
- Write questions and riddles
- Create website (HTML)
- Implement Javascript to show question with random numbers

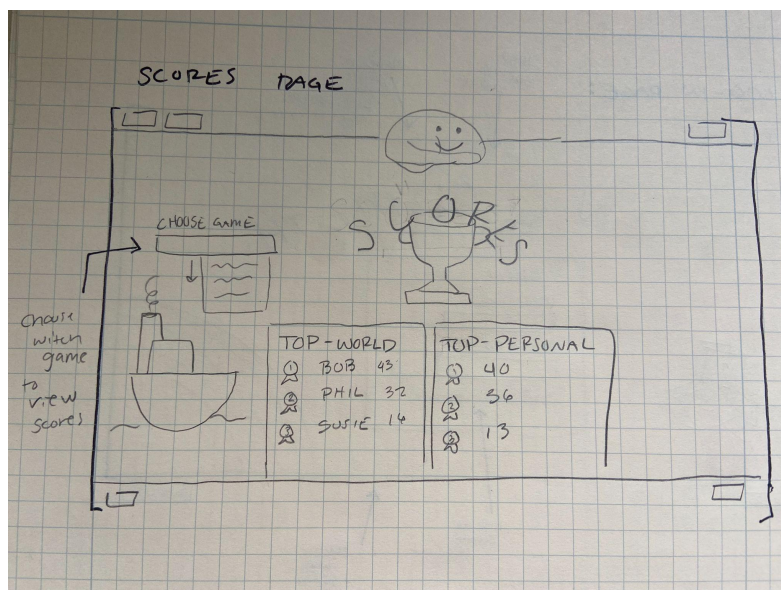
Score Page (Kylie and Jules):

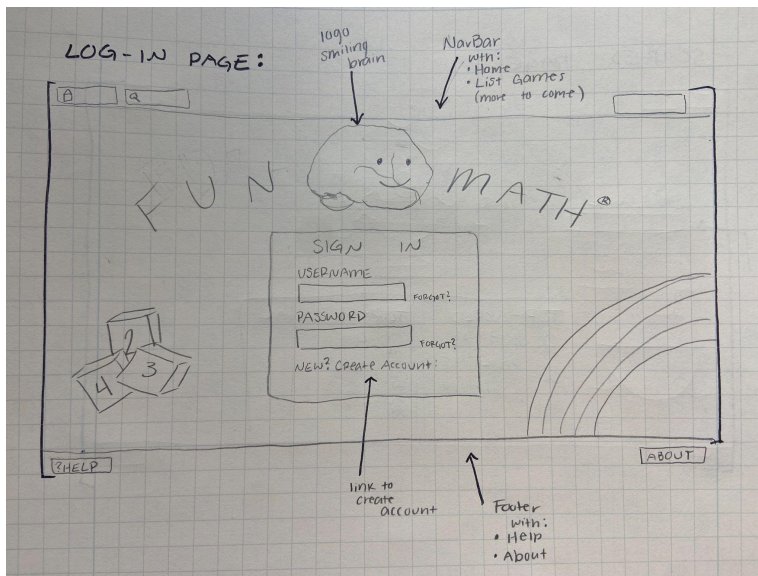
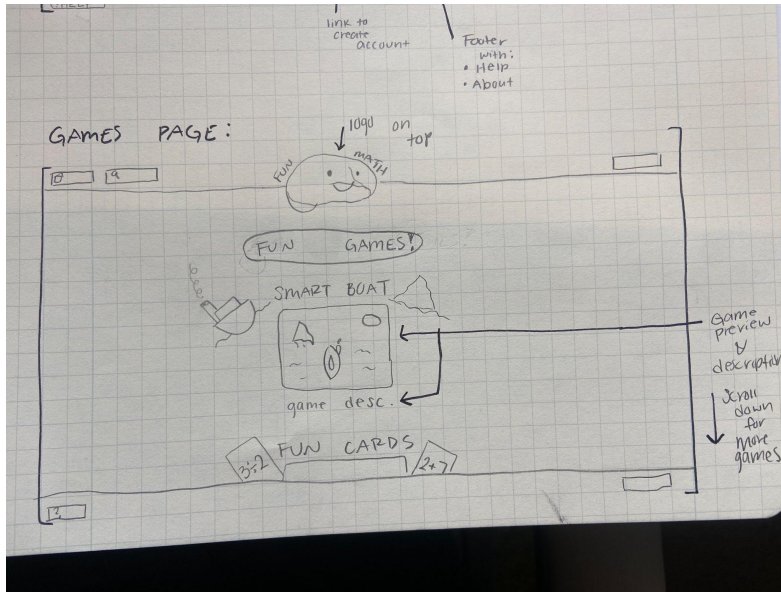
- Write website in HTML
- Figure out how to get user stats from the database to then be displayed on the page

Project Plan



Wireframes and Design





Individual Contributions

Riley O'Byrne

- For the project itself: I will be creating the style sheet that we will use for the different web pages that will host our games. I will also be working on Game 3, and help work on the login system.
- I also have done work on the milestones and will continue to do so. I completed the project features list and helped in completing the project requirements notably for milestone 2.
- <https://github.com/CU-CSCI-3308-Fall-2021/CSCI-3308-Fall21-011-01/commit/7c3a066e8552c48572586889a61c13d1c85bd070#diff-1f8d1f41c9ad1ebf13b2100e5a4b70c24c741b8b88d1f60b9ef91e1c208c1b21>

Link to our jira project management board:

<https://csci-3308-fall21-group1.atlassian.net/jira/software/projects/G00/boards/1/backlog>

Chelsea Stockberger

For the Project: I will be researching coding for the games as well as working on developing code to run each game in C++ as well as Java. I also will be working on design of each page in our site.

<https://github.com/CU-CSCI-3308-Fall-2021/CSCI-3308-Fall21-011-01/commit/740f2d45924efbc b6391cebd5d27ca8f78a7c1bc>

Duke Manchester

For the project I will be coding a lot in javascript to create the algorithms and interactions necessary to have a simple game run in a browser. This is a new language for me, so I have been spending time trying to make sure I am familiar with it.

Jules Geneser

For this project I will be working on the development of our 2nd game which is a flashcard type of mini game that counts how many problems you get right in a certain amount of time. The development of this project will include coding algorithms in java script and design work in css and html.

I also work on the project milestones and completed the project plan for milestone 2 as well as collaborated with my fellow team members to answer the sections in milestone 1

<https://github.com/CU-CSCI-3308-Fall-2021/CSCI-3308-Fall21-011-01/commit/f66ebbe05c855947594f61ad78f36e8624ef7c64>

Davis Cohen

For this project I will be focusing on the database system we create and use for our website and I will also be working alongside Ryan to make the third text-based game for our website. I am currently in the process of researching databases, how to implement them with our website, and which type of database we will be using. I have helped out in every step of our project so far, and will continue to do so.

<https://github.com/CU-CSCI-3308-Fall-2021/CSCI-3308-Fall21-011-01/commit/7f95c6ec5350bb57f7d48ec666ad74fa2de8a060>

Kylie Elbert

For this project, I will be working on game 2 using HTML and CSS. I will be coding the timer and the score with Jules. I will also be designing the aesthetic of the game.