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Web Server Tech.

11/15/19

Milestone 5

1. I have continued working on the front-end webpages for my site. They are mostly complete in terms of having the correct components and satisfying me in their appearance. I have also added the necessary tables and relationships to my database. I am currently focused on connecting the front and back end and accepting input from the user.
2. I am the sole member of my team.
3. Previous timeline:

Current timeline:

In my current timeline I have multiple parts of the project happening concurrently. After user testing I will likely need to change some of the back-end code to reflect the feedback I receive, and I will be trying to optimize the code for mobile during the entire process.

1. I will avoid session and application variables when taking values across webpages. I will likely need to take variables across webpages for connecting players to the correct game and users to their correct accounts (if I get that far). Instead I will try to use a Cross Post-back and caching. Avoiding these variables will reduce overhead and memory usage.

I am already using Server.Transer for transferring between webpages in order to avoid roundtrips between the browser and the server.

I plan on measuring the optimization of my application by whether or not users in the same game are being able to view the same information at the same time, and by measuring how quickly cards respond to being chosen.