Scrabble

Applied project and minor dissertation for Bsc (Hons) of Science in Computing in Software Development

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Introduction

The main aim of this project was to showcase skills we have learned over our 4-year course in GMIT. The project itself is designed to work using react as a front end to give a user a pleasant experience while playing the game. We then use

Spring boot java server connected to mongo DB which talks to a React JS app as the root resource that connects to the HTTP API as a user.

Scrabble online is a HTTP web API that allows its users to create and play games of scrabble via HTTP requests.

There is a react JS front end served as the root resource that allows you to play and start new games while also keeping track of all in-game progress.

Java Server

Provides various HTTP endpoints which facilitate managing scrabble games programmatically via HTTP

React front end

React JS front end allows users to play and manage their ongoing scrabble game via a convenient web application.

System requirements:

Standard Modern web browser such as Chrome, Firefox, Safari and Edge etc.

Docker:

Limitations

Known bugs

Technologies used:

Spring boot

Java 8

Junit4

ReactJS

WebPack

Bootstrap

Yarn

CSS

Html5

JavaScript

MongoDB

Maven

Git/GitHub

Docker

Links

GitHub url : <https://github.com/DuffyTJ89/ScrabbleProject>

Running the application

Methodology

Technology Review

Talk about spring boot and how it was set up

Maven and all the dependencies

Yarn, we used but removed it, why.

NPM and node.js, why we use. JavaScript runtime built on chrome’s V8 javascript engine.

Talk about babel and webpack and webpack cli, bundle.min.js.

HTML, CSS we created a JS folder separately.

*Conclusion*

We selected scrabble as we wanted ourselves and make use of all the skills we have learned during our time in GMIT. As the project progressed, we realised we needed to experiment with technologies and research them to figure the best way of implementing our idea.

The technologies we settled on where the ones we found were best suited for our projects. React and Node.js to develop the backend instead of Spring boot. The reason for this was needing to restart the server any time a change was made to the UI slowed us down greatly.

This is a project where it is hard to know where to finish as you can almost always improve it in some way. In the end we decided to stop at

*Learning outcomes*

*Future Investigation*

*References*