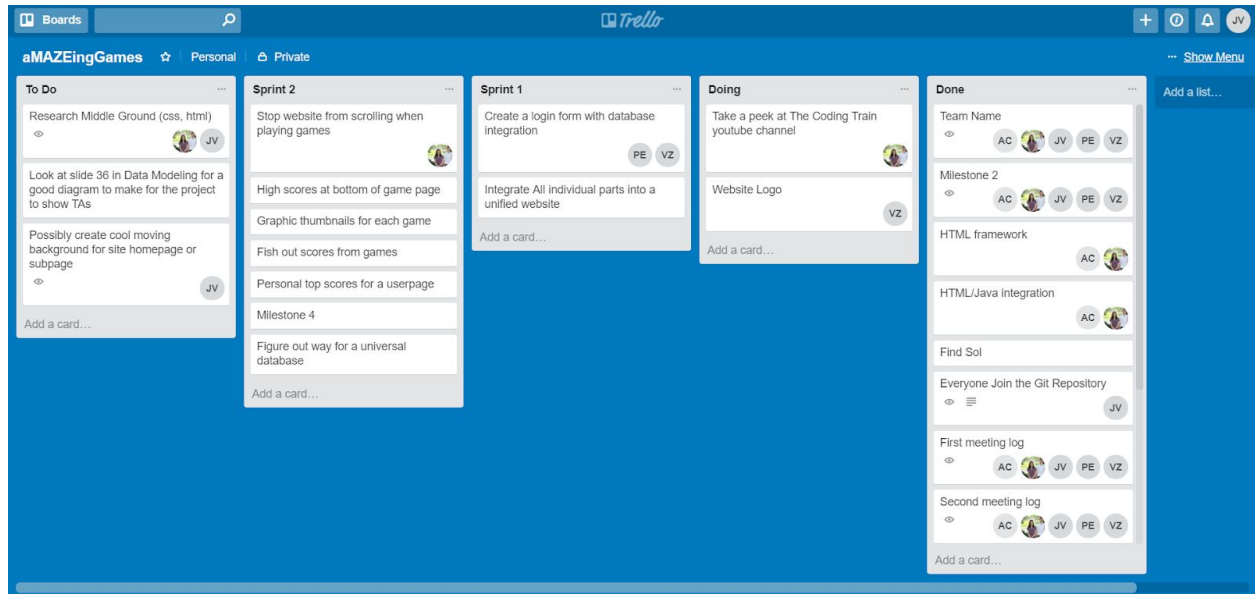# Project Milestone 7

Title: aMAZEingGames

Who: Chelsea Buchler, Justin Velvick, Vladimir Zhdanov, Parker Eischen, Adam Casey, Sol Pazos

Project Tracker: [Trello](#) (Our group used Discord more later in the semester instead of Trello, as it was more convenient to track changes and discuss project details there)

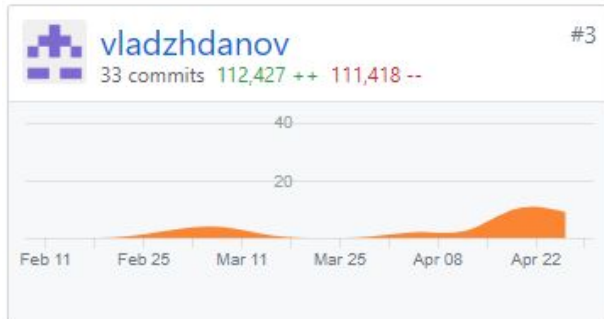
Link to VCS (GitHub) Repository: https://github.com/EISCH08/aMAZEingGames

Screenshot of Contributions:

Feb 11, 2018 – May 3, 2018

Contributions: Commits ▼

Contributions to master, excluding merge commits

Repository Structure: The repo is structured with three main directories. *Meeting Notes* contains the note from each of our weekly meetings throughout the projects development. *Project Milestones* has all of our notes on the required Project Milestones assigned in class. *Project* contains all of the files of our project. This is the main directory with all of the work inside. Inside that directory, there are three separate directories for the *Games, UserLogin_V2,* and *Website. Games* holds all files that run each of the games of our website. *UserLogin_V2* is where our login system, database, and main JS files are held. *Website* is the main HTML framework of our website.

Deployment: The app was deployed locally on our machines. Initially the user will want to clone our github repository using https://github.com/EISCH08/aMAZEingGames.git. To access/run the app, follow the instructions listed in the *README.md* file on the main page of the

GitHub repository linked above. Also the user needs to make sure they have a current version of NodeJS and MySQL installed on their device. This *README.md* will instruct on the packages that need to be installed and the steps needed to open our website using Webpack. After following README.md file, the user will have to follow the *createMySQLTables.txt* file within the *UserLogin* directory. This file walks the user through on how to install the proper MySQL database and table required for our project to function. After following each instruction within these test files, the user should have the current working version of our project to run locally on their machine.