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Drop the Code

<https://github.com/petetetete/cs386-project>

D3.3 – Release 1

CS 386 – Software Engineering

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Marco Gerosa

Instructions

We implemented a prototype UI for our project in a web environment and it is currently available at <https://petetetete.github.io/cs386-project/>.

Trello Board:

<https://trello.com/b/xMyPrb79/cs386-project>

Adopted Technologies:

In this deliverable we used several web-based technologies to represent our application. We used a mixture of JavaScript, HTML, and CSS when developing the features we implemented. The HTML was used as a basis for the application and CSS was used to keep a consistent theme throughout the application. The theme consisted of a simple blue background with green buttons. JavaScript was used to develop the buttons to allow the user transition through the various pages we implemented and it was also used for the back arrow that is in the upper left hand corner of the screen. Since this is a prototype there is no need for a login and the user can just push the 'login' button to move to the next page.

Deliverable Updates

Update 3.2

In this deliverable we added several new screens for the user to navigate to in our application. We added in menus to create puzzles, features for teachers like checking student status and the ability to remind students to complete puzzles. Also a menu was implemented for teachers to assign students to do certain puzzles.

Update 3.3

The actual game has been implemented now with several distinct levels to choose from. The game is also interactive with users so they can actually play it. The user is able to choose which commands they would like to see the character do to reach their goal. There are commands to move the character in a direction, run through the commands in a loop for a certain amount of times, wall detection, and several others.

Group Participation:

Peter – Created original structure files and implemented login feature. Implemented Teacher assign feature.

Hayden – Implemented settings feature and wrote the *Adopted Technologies* section. Implemented the Teacher Reminder feature.

Garrison – Implemented level select feature. Implemented Check Student Status feature for teachers.

Gage – Implemented guest login feature. Implemented the menus for creating puzzles.