Setting Up the Game Table

Senior Project Log

Author: Gavin Davis

Professor: Joel Crichlow

**This log was first created on 2/25/14. Anything before that date was typed in from memory. Exact dates and notes may be off a little or entirely forgotten.**

**1/19/14 – 1/21/14:** Start research on hosting a website from a personal computer using Microsoft’s built in Windows server called “Internet Information Services” or “IIS”. Using information from a friend with IIS experience, YouTube, and Google, I was able to learn throughout the week how to use IIS. Basic understanding of HTML was learned in high school but no attempts to produce or create a program were taken.

**1/21/14 – 1/23/14:** Website launch after learning basic HTML from 1st class of Web Programming with Professor Provine. I used his code from his first HTML lesson as a foundation for my website. After a day or two, I changed the content text and basic CSS file associated with it but otherwise it was simple HTML.

**1/23/14 – 1/25/14:** Used knowledge gained from second class of Web Programming to start implementing more design with CSS.

**1/26/14 – 2/2/14:** Using my greater knowledge and experience after a couple homeworks in Web Programming, I used HTML, CSS, and GIMP 2 (Photoshop-like software) to create one entire page of my website. It took me a while to come up with a design that both looked good and that I liked. Many images taken from Google Images that were changed and put onto my website we selected under the advanced options that searched for images that could be used because they were not copyrighted.

**2/3/14 – 2/11/14:** Did some debugging but mostly I copy-pasted my layout and code to give my website multiple pages. Some content was added onto the pages but mostly I needed to make sure everything was organized correctly. New CSS pages were created in order to fulfill some extra features for a couple pages. My website folder was reorganized as well in order to keep everything nice and tidy. I finally had the bright idea to start backing up my work. I copy-pasted my website folder into another folder on my computer. I made a second back up on my flash drive.. Back-ups from now on will be done every couple days or when I feel I did a lot of work that I absolutely would not like to redo.

**2/14/14 – 2/16/14:** Tried to implement knowledge gained in Web Programming to create an account system using .htaccess and user.pass files. Horrible catastrophe. After an hour of no progress I learned that IIS **does not** support those kinds of files and instead uses Web.Config files. What was supposed to be a fun and interesting implementation grew into an utterly terrible weekend trying to create my account system. After several hours how research and implementation, zero progress was made and the entire attempt including code associated with the attempt was pulled. The files, IIS options, and Google all failed to provide an easy to follow, understandable, and enjoyable way to go about doing such a thing.

**2/17/14 – 2/20/14:** Debugging and overall web experience with website improved. Broken links, removal of potential copyrighted stuff, and basic CSS problems fixed. Content for several pages were put in, although unneeded. Most aesthetics and basic website content were planned to be done towards the end of the project in lieu of more important implementations. When core implementation objectives cannot be fulfilled because of lack of knowledge or because I’m stuck with a problem leaves my time open to improve the website’s appearance and unimportant content. From now to the end of the project, I will work on those two things whenever I am stuck with a core problem or have only a little bit of time to work on the project.

**2/21/14 – 2/22/14:** Game page, options menu, and game board all drawn in CSS or SVG. SVGPan library was used to create a “Google Maps” feel when using the board. No other JavaScript or implementation of game code done yet. Still working out the overall visual design of the game project.