Distributed Online Judge: Sprint 0 Review

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Team

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Distributed Online Judge: Introduction

https://github.com/IU-MAP/project-distributed-online-judge

Motivation

Online judging is a resource-intensive process

- Many solutions, large datasets, intense CPU usage, etc

Powerful servers needed

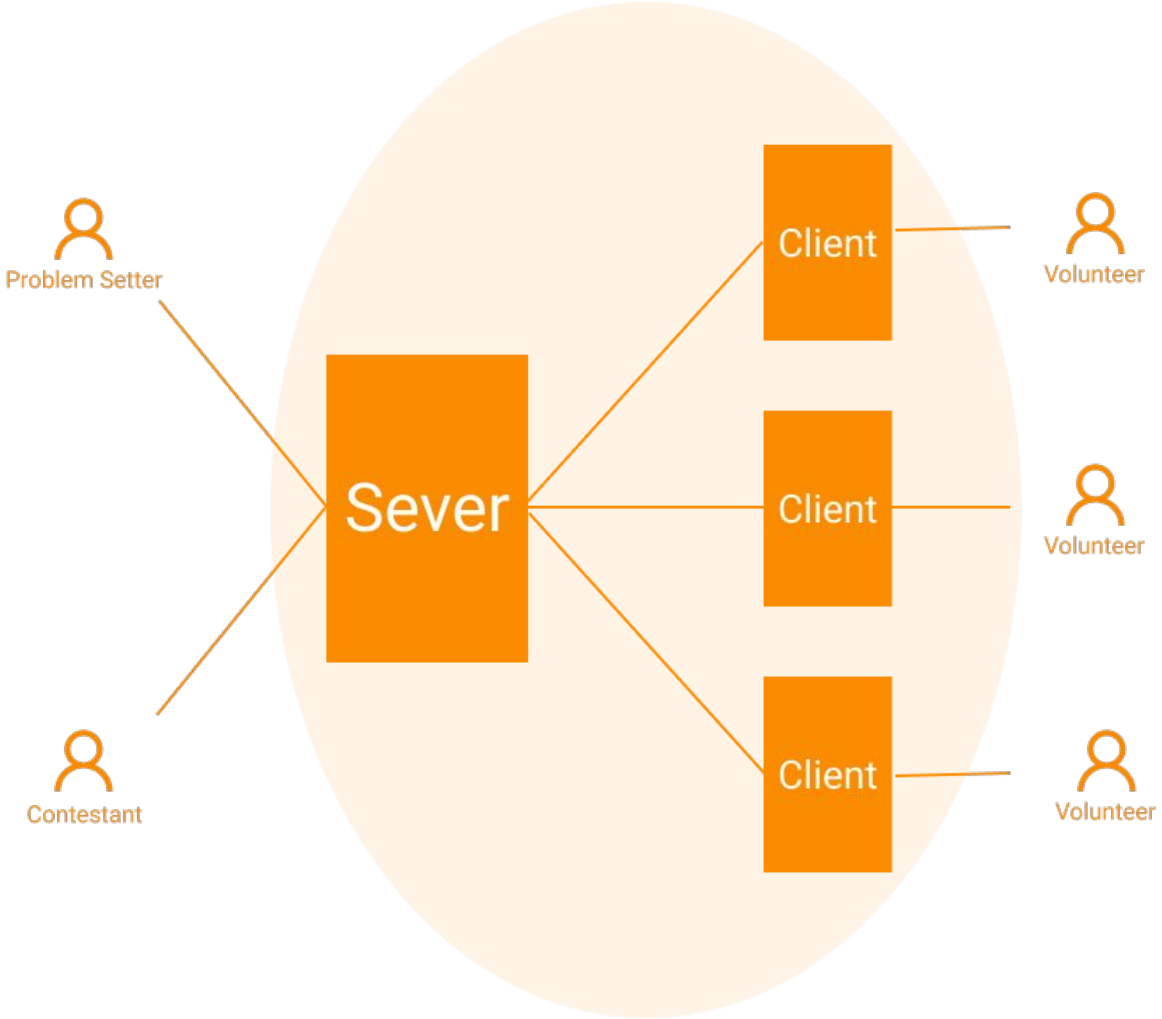
- Expensive
- … and error-prone

Lichess.org

Motivation

Solution: follow Lichess approach

- Volunteer-based distributed computing
- Effective
- Cheap


Problem Setter
Contestant
Sever
Client
Client
Client
Volunteer
Volunteer
Volunteer

Technical Stack

Frontend:

ReactJS, HTML, CSS, Material UI

Backend:

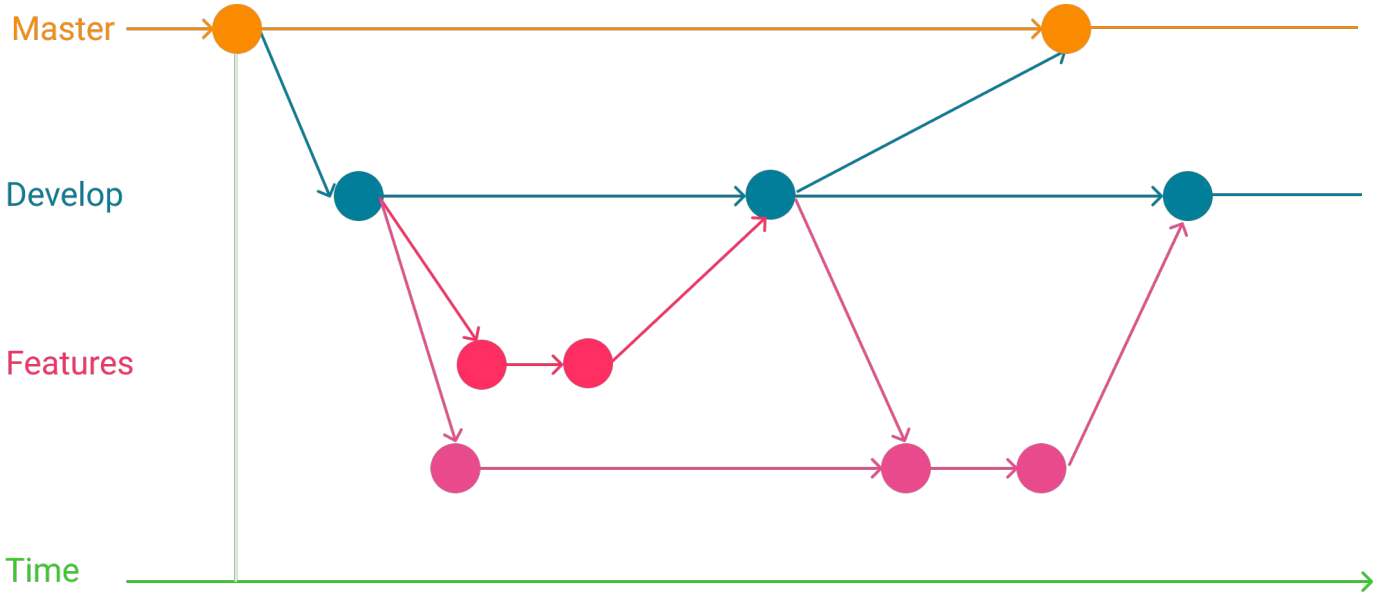
NodeJS, MongoDB

Test & doc:

Jest, Swagger, JSdoc

Project Organization

Git Flow



Rules

Branches:

Create a separate branch for each feature/issue

Branch name syntax:

<Fix | Feat | Doc | Test>: <server | client> - <description>

Commits:

Descriptive please!

Scrum

Scrub Board:

Implemented in GitHub project

Backlog Items:

GitHub issues.