COM S/ SE 319: Construction of User Interfaces
Fall 2019
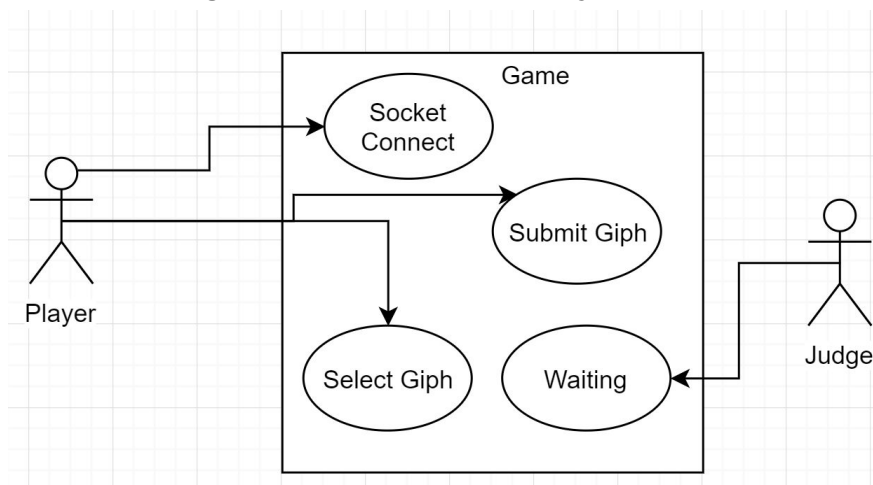# Group No. 55: 1st Release Report

1. **Successful Implemented Story Cards for Demo 1:**
   - Story Card .25:
     - Name of the Story: Add README & .gitignore
     - Assigned Team Member: Emma Paskey
     - Tasks Accomplished For This Story Card:
       - Add README to gitlab
       - Add .gitignore to gitlab
   - Story Card .50:
     - Name of the Story: Add merge and issue request template
     - Assigned Team Member: Jamie Sampson
     - Tasks Accomplished For This Story Card:
       - Add merge request template to gitlab
       - Add issue template to gitlab
   - Story Card .75:
     - Name of the Story: Setup Front-End & Back-End
     - Assigned Team Member: Jamie Sampson
     - Tasks Accomplished For This Story Card:
       - Create react-app for client
       - Create express for server
   - Story Card 1:
     - Name of the Story: As a user, I would like to connect to a game so I can play
     - Assigned Team Member: Emma Paskey
     - Tasks Accomplished For This Story Card:
       - Create button, "Create Game" and "Join Game".
       - Setup Socket.io to take in multiple users to a single room.
       - Handle Success and Errors when connecting.
   - Story Card 2:
     - Name of the Story: As a user, I would view giphy cards to play the game
     - Assigned Team Member: Jamie Sampson
     - Tasks Accomplished For This Story Card:
       - Create api endpoint to hit Giphy API
       - Create card to hold image
       - Display Cards on Screen
       - Create Button "Start Game"
       - Create "Select Button" that when clicked changes the background color of the card
     - Story Card 3:

- - Name of the Story: As a user, I would like to have different text cards for each round so that they aren't the same every time
    - Assigned Team Member: Emma Paskey
    - Tasks Accomplished For This Story Card:
  - Story Card 4:
    - Name of the Story: As a user, I would like to only be able to select one card and submit it, as to process a legal turn
    - Assigned Team Member: Jamie Sampson
    - Tasks Accomplished For This Story Card:
      - Only one card can be selected at once
      - Submit button is only enabled if a card is selected
      - Clicking submit provides the user with a confirmation message
      - User is unable to select any of the cards after clicking submit
  - Story Card 5:
    - Name of the Story: As a user, I'd like to see the progress submission of those I'm playing with as to have an idea of how long the round will take
    - Assigned Team Member: Jamie Sampson
    - Tasks Accomplished For This Story Card:
      - Layout other player's card section
      - Show Player's giph in the collective upon submission
      - If you're judging, don't show options to select cards
  - Story Card 12:
    - Name of the Story: Restructure front-end into separate files / views.
    - Assigned Team Member: Jamie Sampson
    - Tasks Accomplished For This Story Card:
      - Use react routing
      - Divide code into separate pages

2. **Design Documentation (UML Diagram for Story Cards):**
   - **Use-Case Diagram for Implemented Story Cards**

Figure 1: Use-Case Diagram for Story Cards:
1 - As a user, I would like to connect to a game so I can play

2- As a user, I would view giphy cards to play the game
4 - As a user, I would like to only be able to select one card and submit it, as to process a legal turn
5 - As a user, I'd like to see the progress submission of those I'm playing with as to have an idea of how long the round will take
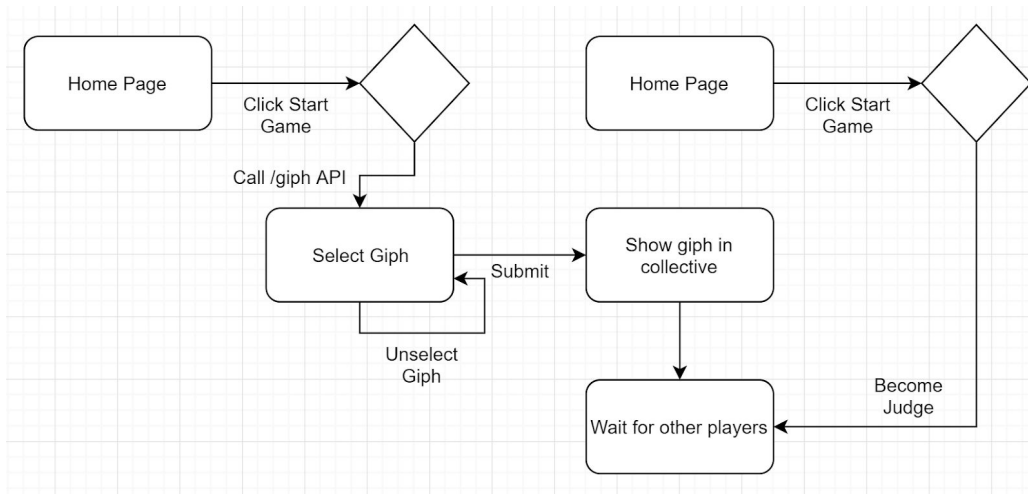
- **Activity Diagram for Story Card 2, 4, 5**

Figure 2: Activity Diagram for Story Cards:
2- As a user, I would view giphy cards to play the game
4 - As a user, I would like to only be able to select one card and submit it, as to process a legal turn
5 - As a user, I'd like to see the progress submission of those I'm playing with as to have an idea of how long the round will take
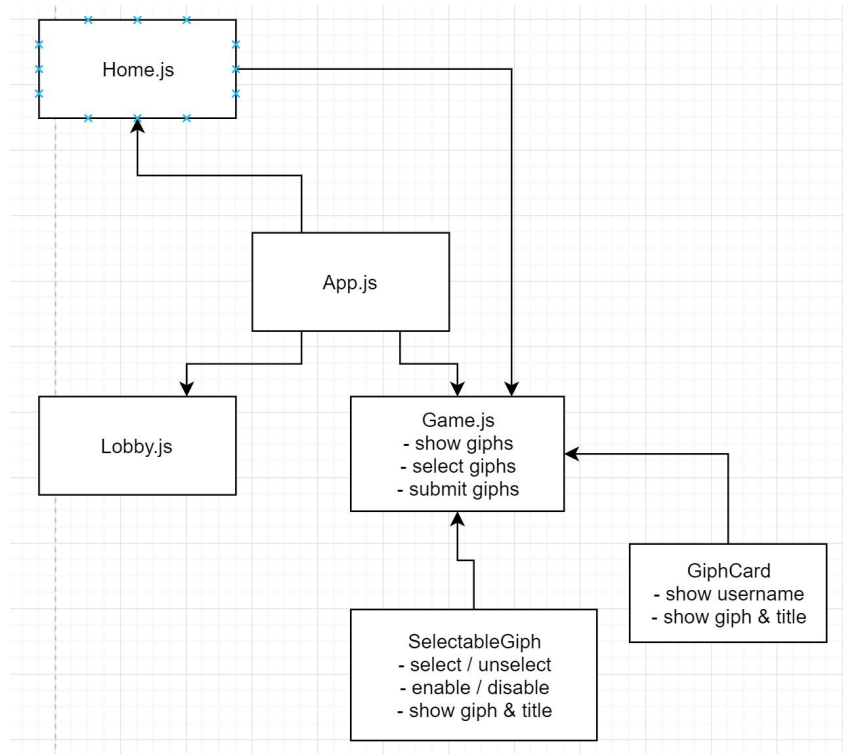
- **Class Diagram for Story Card 12**

Figure 3 - Class Diagram for Story Card
12 - Restructure front-end into separate files / views.

3. UI Description with Screenshots:

Story Card 2: *As a user, I would view giphy cards to play the game*

5 random giphs are pulled from the giphy api and presented to the player. The option to submit is disabled as no giphs have been selected.

Figure 4: Story Card 2: As a user, I would view giphy cards to play the game

Story Card 4: *As a user, I would like to only be able to select one card and submit it, as to process a legal turn*

A player can select any of the five giphs. After selecting one, all other selection buttons are disabled. Player can also unselect the selected card to choose another giph. The submit button is enabled after giph is selected. Selected giph changes card background color.
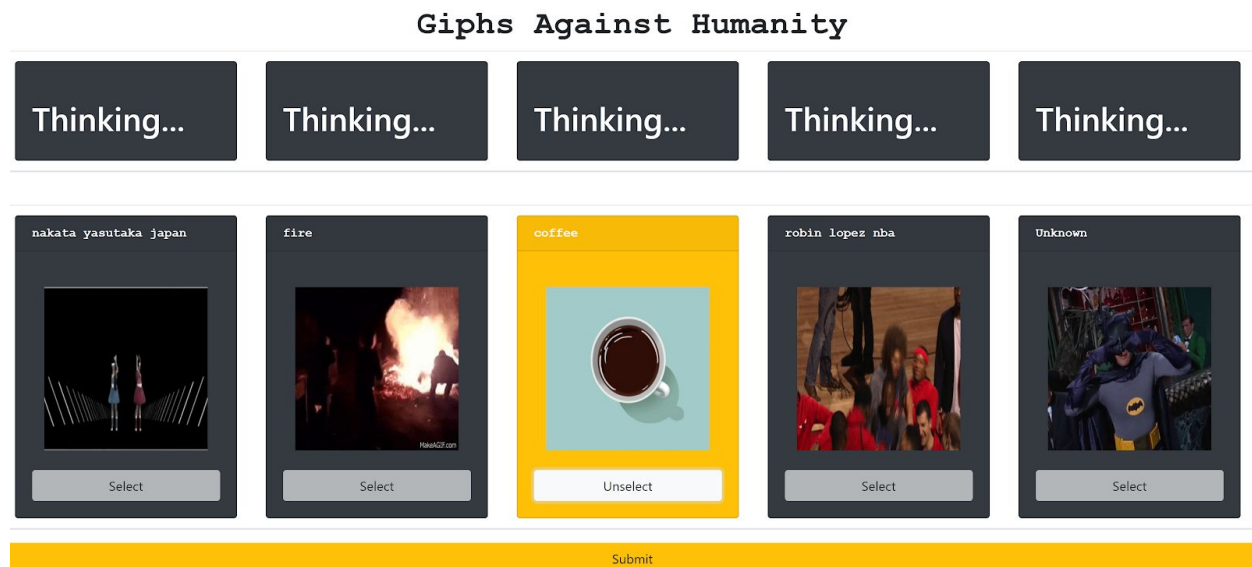

Figure 5: Story Card 4: As a user, I would like to only be able to select one card and submit it, as to process a legal turn

Story Card 5: As a user, I'd like to see the progress submission of those I'm playing with as to have an idea of how long the round will take

After submitting your selected card, that card appears in the collective upper cards of all the players. Transitions card to green background. After all players have submitted their cards, the player's username will appear below the giph.

Figure 6: Story Card 5: As a user, I'd like to see the progress submission of those I'm playing with as to have an idea of how long the round will take

Story Card 12: *Restructure front-end into separate files / views.*

When reorganizing structure of files, made this temp home screen, but it's functionality and view will change with the next release.
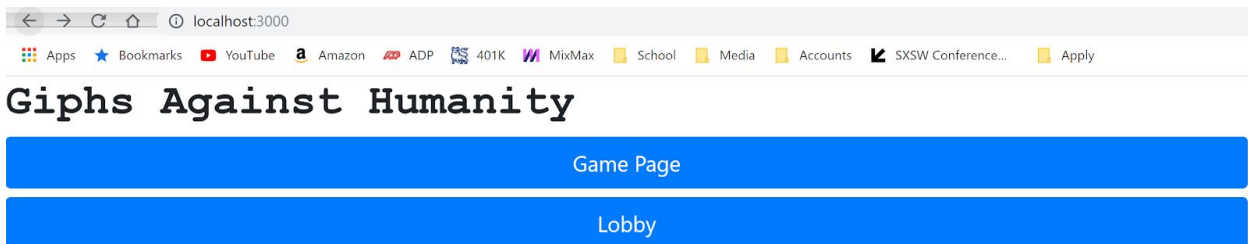

Figure 7: Story Card 12: Restructure front-end into separate files / views.

4. **Testing:**

Most of the testing we did was GUI testing and then hitting API endpoints on the server side. For instance, as we were implementing story cards 2, 4, 5, 12, we would run locally and start up the server and client side. Some of the work with story card 2 dealt with server side code, so testing that the response we were printing out was correct to confirm that it was being passed to the front-end. All the testing done for story card 1 was done on the server side using the server's index.html page and the various endpoints created.

5. **Plan for 2nd Release:**
    ○ Story 3: As a user, I would like to have different text cards for each round so that they aren't the same every time
    ○ Story Card 8: Connect work done in Story 5 w/ Socket Stuff
    ○ Story Card 9: As a user, I'd like to pick my screen name to play the game
    ○ Story Card 10: As a user, I'd like to pick if I'm creating a game or joining a game

- ○ Story Card 11: As a user, I'd like to enter a game code and join that game lobby
- ○ Story Card 12: Make tests for `/giphy` API