

COM S/ SE 319: Construction of User Interfaces

Fall 2019

Individual Report for Final Release

Group No. 55

Project Title: Giphs Against Humanity

Name: Jamie Sampson

1. Worked on Story Cards No.

- Story Card 7:
 - Name of the Story: As a user, I'd like to be able to receive a new card at the end of a turn so I have new giphs
 - Assigned Team Member: Jamie Sampson
 - Tasks Accomplished For This Story Card:
 - A button exists after judging is completed to go to next round
 - Reset game interface upon clicking next round
 - Render new giphs
 - Choose new judge
 - Reset selection logic
- Story Card 14:
 - Name of the Story: As the judge, I'd like to select my favorite gif and end the round.
 - Assigned Team Member: Jamie Sampson
 - Tasks Accomplished For This Story Card:
 - On submit by judge, send results to all other users
 - Allow collective cards to be selected by judge (only one similar to player's setup)
 - Show usernames on all cards for all clients
 - Pass judge to next player
- Story Card 16:
 - Name of the Story: Setup Firebase Hosting (Client)
 - Assigned Team Member: Jamie Sampson
 - Tasks Accomplished For This Story Card:
 - Setup firebase hosting
 - Ensure that application shows up on given url
- Story Card 18:
 - Name of the Story: As admin, I'd like to host my application server off of localhost / allow other people to interact with server logic
 - Assigned Team Member: Jamie Sampson

- Tasks Accomplished For This Story Card:
 - Server runs on one port
 - Install and make client side compatible with ngrok address

2. Issues/Learning

I have never used Firebase hosting before so figuring out how to set that up with our application was challenging as I didn't understand to begin with that you couldn't host both the server and the client on firebase hosting (that it only worked on the client side). After realizing that, trying to figure out a way to host the server so that other people could hit our endpoints off of local host was very difficult as I looked into various options and none of them quit worked the way it was supposed to because of the design of our folder / project. I finally found ngrok which was a new tool for me to learn how to use. A lot of my difficulties and learning from this release was on pushing our project to a production state.

3. Evaluate Success

I'm quite happy with how the project turned out. At the beginning it all seemed rather daunting the things that we needed to do to reach our goals. Overall, I'm excited to see how far we got in the period of time that we had. If anything, I think I would have worked with my partner more at the beginning to help them understand how ReactJS, Git, and Socket.io works as I felt like I was learning a lot more than she was about the tools and frameworks that we were using even though this was my first time using socket.io and starting a ReactJS project from scratch. I think it would have been helpful if we would have done more pair programming types of things so that we were both on the same page. I think we got a good handful of the things that we wanted accomplished done, but there are always things that we could improve with our application.

4. Individual GIT statistics/analytics

sampson1

19 commits

sampson1@iastate.edu

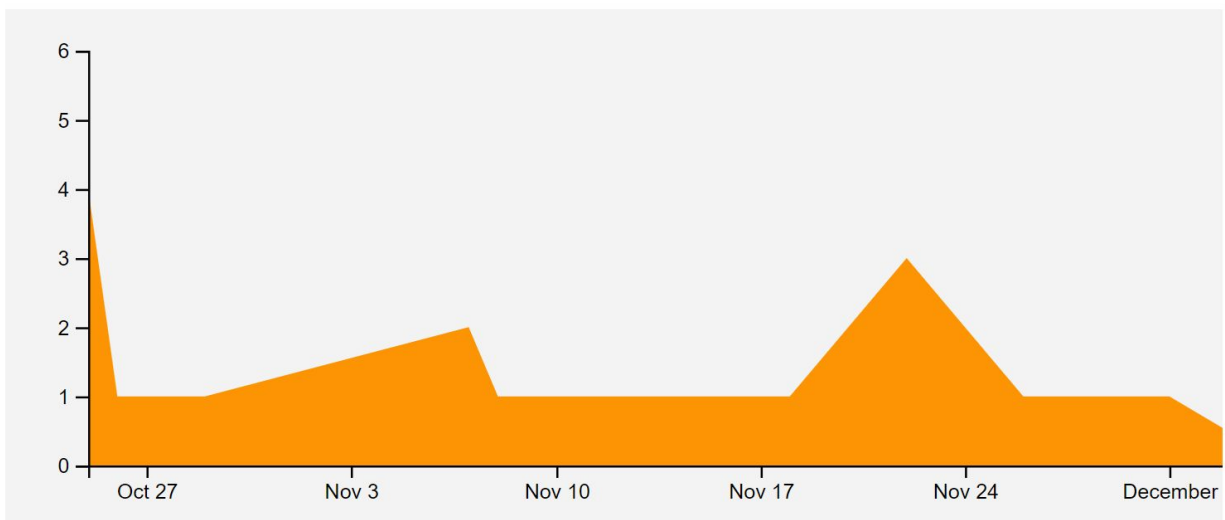


Figure 1: My Contribution

Programming languages used in this repository

JavaScript	95.54 %
HTML	2.92 %
CSS	1.54 %

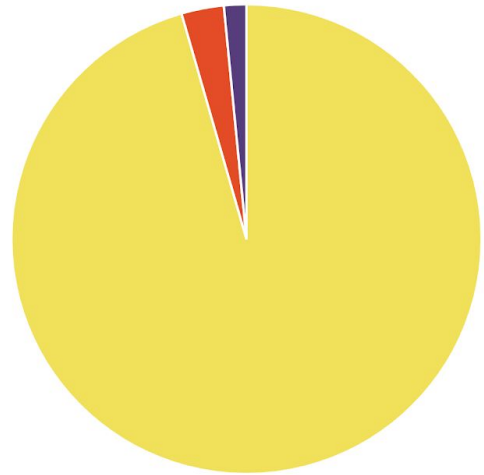
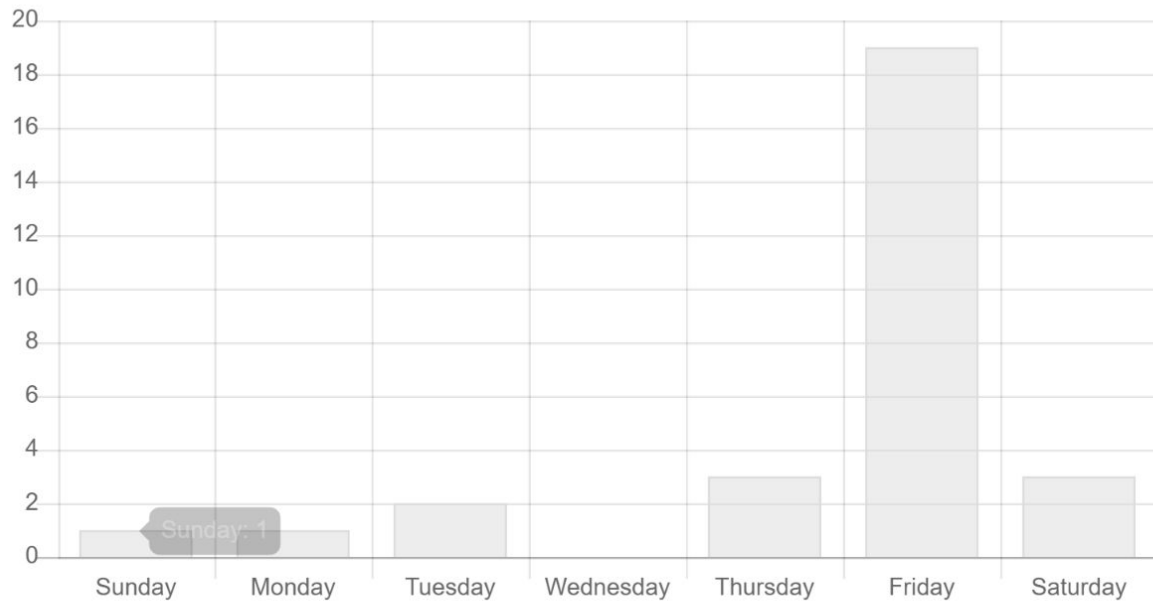


Figure 2: Charts

Commits per weekday



Commits per day hour (UTC)

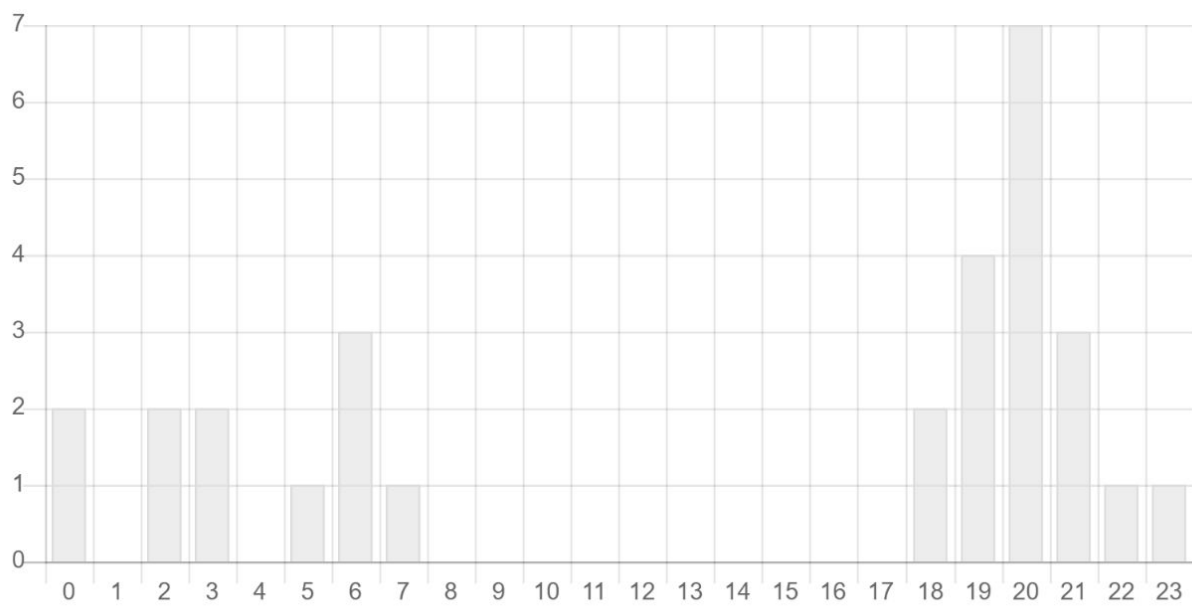


Figure 3: Commits