Group 3 Mobile Web Documentation

Group Members:
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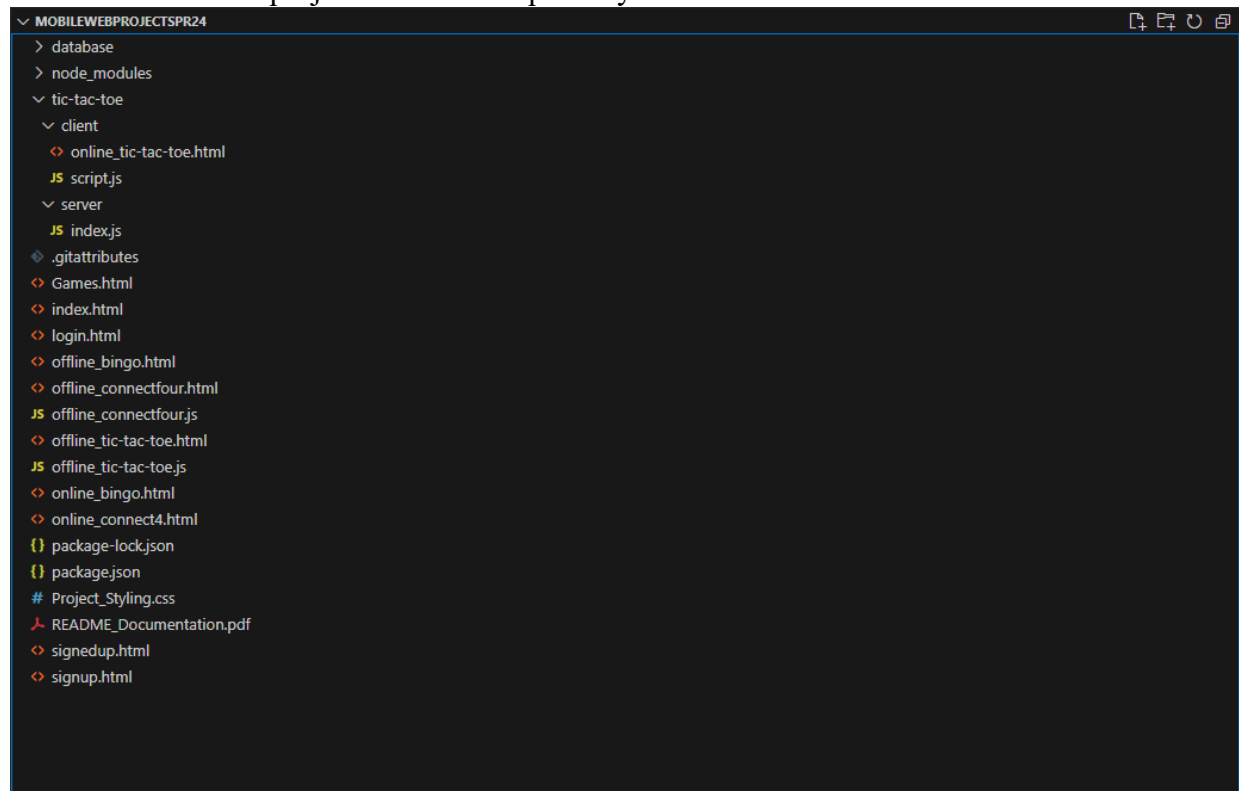Alejandro Barragan Solis

Project Description:
The goal of the project was to create a website with three playable games of Bingo, Connect Four, and Tic-Tac-Toe. The goal of each of the games was to have fully functional offline and online versions of each of the games with a cohesive visual design across each of the three games. However, online versions of Bingo and Connect Four were not fully implemented by the project due date.

Github Repository Link:
https://github.com/JosephSnedeker/MobileWebProjectSpr24

Project Structure:
The structure of the project within the repository is as follows:


```
∨ MOBILEWEBPROJECTSPR24
  > database
  > node_modules
  ∨ tic-tac-toe
    ∨ client
      <> online_tic-tac-toe.html
      JS script.js
    ∨ server
      JS index.js
  ◆ .gitattributes
  <> Games.html
  <> index.html
  <> login.html
  <> offline_bingo.html
  <> offline_connectfour.html
  JS offline_connectfour.js
  <> offline_tic-tac-toe.html
  JS offline_tic-tac-toe.js
  <> online_bingo.html
  <> online_connect4.html
  {} package-lock.json
  {} package.json
  # Project_Styling.css
  ⅃ README_Documentation.pdf
  <> signedup.html
  <> signup.html
```

All files are named closely to their functionality allowing for easy reference to what file references what page. Files that were created and not fully implemented were the database

directory, login.html, online_bingo.html, online_connect4.html, signedup.html, and signup.html. The tic-tac-toe directory contains files related to online tic-tac-toe implementation.

Getting the Project to Run:
All pages will work correctly through software like visual studio, making it so that a majority of the project does not need to be hosted on a live server to be tested. However, since the online tic-tac-toe needs to be actively running to be properly accessed and tested, a live AWS server or similar host will need to be running. On that server, to launch the node server the command: "npm start" needs to be run which will then serve to start the node server allowing for access to the online tic-tac-toe game.