

CSCI2020U - FINAL PROJECT CONTRIBUTION

Jonathan

- Did front end(index.html & about.html)
- Did all 90% of the styling
- Added javascript aesthetic (tilting contribution cards, pop-up sidebar)
- Connected 40% of back end with the front end via JS
- Made 60% of the Servlet endpoints for fetching numerous data points
- Made the GameSession class

Julian

- Creation of playSpeedTyper() function
- Creation of calculateAccuracy() function
- Created function to read sentences.json, and select a random sentence
- Created endpoint that displays the randomly selected sentence from json
- Made it so that the sentence was displayed to the user, and is unique per room
- Created event listener that would start the game
- Added functionality so that the time elapsed could be logged and displayed to the user
- Added functionality so that the WPM (words per minute) could be logged and displayed to the user
- Added functionality so that the accuracy, in percentage, could be logged and displayed to the user
- Various debugging and error handling implementations

Ali

- Contributed in index.html
- Contributed to styling in style.css
- Attempts at Backend Functionality within js & server
- Changed around the format of the WPM, accuracy display
- Overviewed Backend Functionality to help spot bugs for backend development

Dale

- Contributed in the backend
- Created functionality of WPM calculation
- Included readme
- Assisted in debugging backend
- Created endpoint that calculates typing accuracy

Youtube Video Link:

<https://youtu.be/e9rXmMsPMb0>