

clickers @nonymous

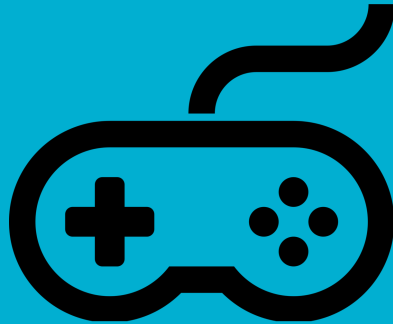


Benjamin, Christian, Graham, Justin, Story, Quinn



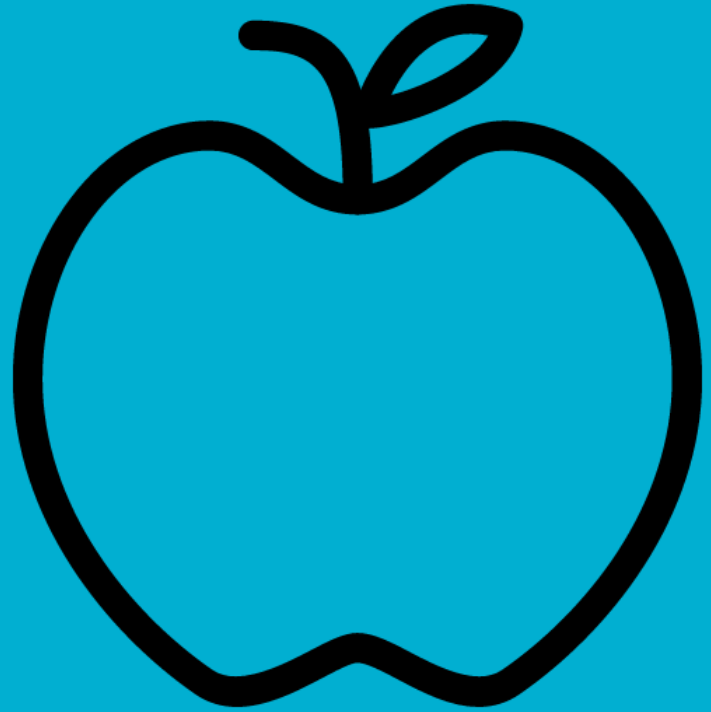
~70%

of college students report playing video games semi-regularly



Our Product

- Incremental gaming
- Civilization builders
- Apples -> Wheat -> Houses -> Company



How does it work?

- Frontend
 - HTML/CSS
 - EJS
 - P5
- Backend
 - NodeJS
 - MySQL

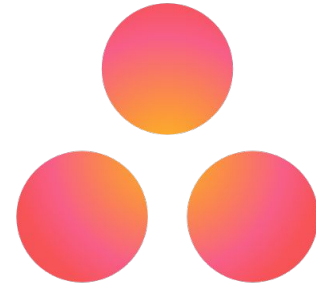


Asana

Purpose : Manage and organize tasks between team members

Able to assign deadlines for each phase

Rating : 3/5



asana



Frontend ▾

+

✓ Login Page ▾

CS Mar 8

✓ About Game Page ▾

TL Mar 22

✓ Leader Board ▾

CS Apr 5

Database ▾

+

✓ Username/Password ▾

BM Mar 8

✓ Total Apple Count ▾

GH Mar 22

✓ Apple Multiplier ▾

JY Mar 22

✓ Leaderboard ▾

TL Apr 5

Graphics ▾

+

✓ Big apple ▾

SK Mar 8

✓ Wheat ▾

SK Mar 8

✓ Wood stacks ▾

SK Mar 22

✓ Houses ▾

SK Mar 22

✓ People ▾

SK Apr 5

End game ▾

+

✓ Testing frontend ▾

JY Apr 19

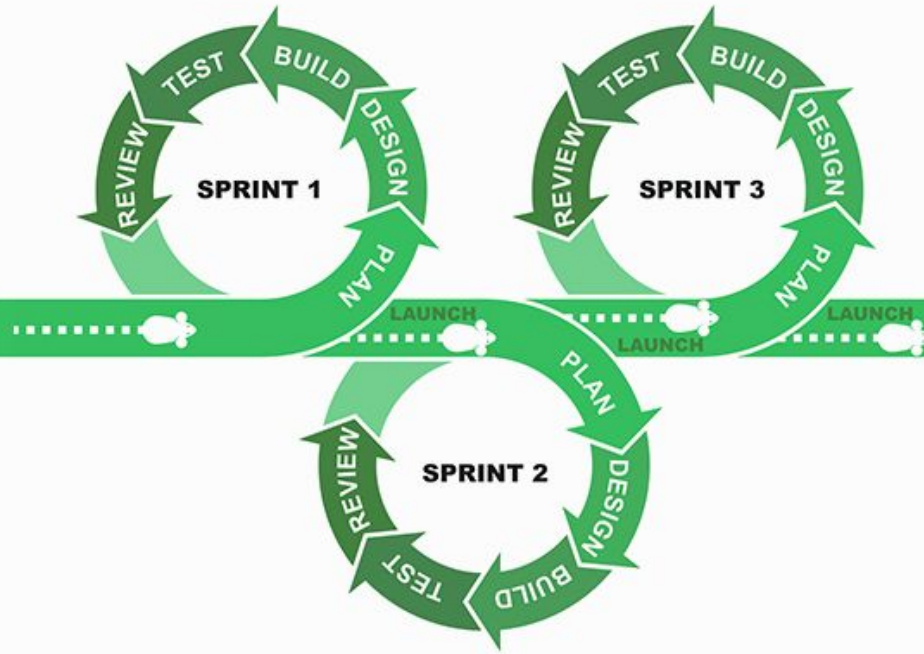
✓ Testing backend ▾

GH Apr 19

✓ Polishing ▾

BM Apr 19

AGILE METHODOLOGY



Agile Methodology

GitHub

Purpose : Version control
Rating : 4/5

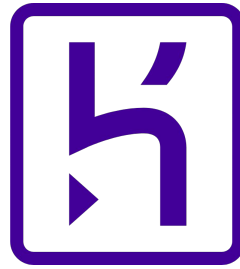


GitHub

Heroku

Purpose : Cloud based web
application deployment

Rating : 5/5



HEROKU



Katalon

Purpose : Automated unit testing
Rating : 4/5



MySQL

Purpose : Relational database
management
Rating : 5/5



Slack

Purpose : Team communication
Rating : 5/5



slack



In review

Challenges:



- Figuring out how we want to host
- Learning MySQL, NodeJS
- Building processes off of others, having to wait for things to finish

Lessons Learned :



- One hosting site's trash is another's treasure(ex. Firebase good hosting, bad database)
- Value of effective communication



Special Thanks To:

Cookie Clicker

[manjeshpv](#)





Demo time!