Source + Roadmap update

We have sent the live website to the teachers and obtained feedback. Based on the feedback, we are making certain adjustments to our project and adding new features.

For the teachers feedback we have a few things planned:

- Adjust the quick add function to add 25 instead of 1 at a time.

- Add a level system based on the amount of exp a user has.

- A sorting function to quickly sort by XP, gold or name.

- Adjust the inventory system so the admin could see all the cards a user has and delete items from their inventory

- Guild system to group students

Based on the feedback from Bazaar day:

- Make the dashboard more game looking/fun

- Leaderboard adjustments

- Display amount of gold you have on the shop page

Code Testing Plan / Results

Research Objective	To determine if the average user is able to purchase items
Participant	Jayda Renee
Scenario	Imagine you are a user who wishes to purchases an item from the shop
Assumptions	Assume user has enough gold
Task	Starting on the home page, locate the shop, and purchase any item
Steps	Go to home page Enter shop Purchase an item
Success Criteria	They successfully purchased an item
Observations	The participant attempted to find a shop button which they soon found. They entered the shop and clicked on buy to purchase the item.
Actions	Add gold amount in shop for clarity

Research Objective	To determine if the average user/teacher/admin is able to understand how to edit data for the students and add rewards to the shop
Participant	Kelly, Brian
Scenario	Use admin privileges
Demographic	Teachers at Harbour Landing elementary school
Task	Edit student, add rewards, confirm working properly
Steps	Change gold and heart values in edit student page, add a reward to the shop and include an image, confirm reward shows up in the shop
Success Criteria	Everything worked properly
Observations	The users had no issues with the steps that were provided, stated that they would like a way to sort/filter the students
Actions	Based on the observations and feedback we will be implementing this feature for the teachers

Security Considerations

Password Creation and Hashing: For account security purposes and preventing accounts from being compromised we have implemented password hashing to hide the passwords of the accounts that have been registered. We have also implemented a password complexity requirement requiring a mix of characters to help make the passwords tougher to guess.

HTTPS: We have implemented HTTPS with our web-based app to ensure that the sensitive data that is being passed from the client and server is protected with encryption. This prevents eavesdropping and allowing attackers to tamper with the data that is in transit.