Léo Filoche && Jérémy Bindel présentent

Candy Rush

Un jeu croustillant et distribué

esir
ECOLE SUPERIEURE
D'INGENIEURS DE RENNES

Université
de Rennes

Présentation du 13 février 2024

Technologies utilisées

Frontend

HTML 5 CSS 3 JS

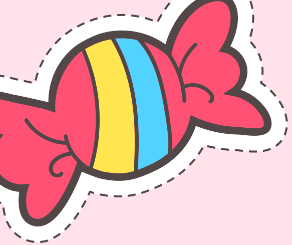
p5.js

websocket ⟷

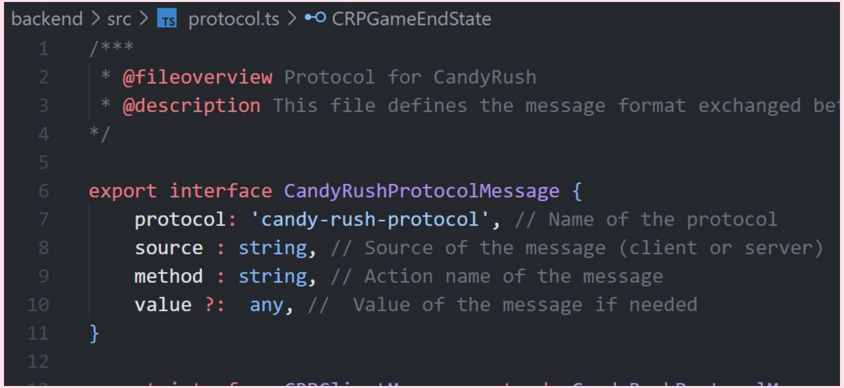
Backend

node JS

TS



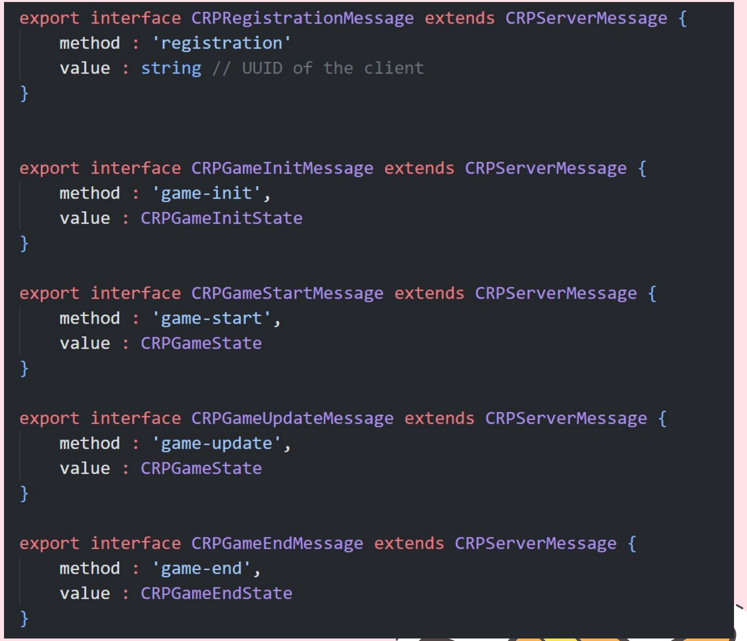
Notre protocole : CandyRushProtocol



backend > src > protocol.ts > CRPGameEndState

```
/***
 * @fileoverview Protocol for CandyRush
 * @description This file defines the message format exchanged be
*/

export interface CandyRushProtocolMessage {
    protocol: 'candy-rush-protocol', // Name of the protocol
    source : string, // Source of the message (client or server)
    method : string, // Action name of the message
    value ?:  any, //  Value of the message if needed
}
```



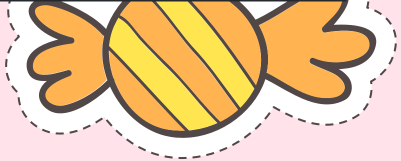
```
export interface CRPRegistrationMessage extends CRPServerMessage {
    method : 'registration'
    value : string // UUID of the client
}


export interface CRPGameInitMessage extends CRPServerMessage {
    method : 'game-init',
    value : CRPGameInitState
}

export interface CRPGameStartMessage extends CRPServerMessage {
    method : 'game-start',
    value : CRPGameState
}

export interface CRPGameUpdateMessage extends CRPServerMessage {
    method : 'game-update',
    value : CRPGameState
}

export interface CRPGameEndMessage extends CRPServerMessage {
    method : 'game-end',
    value : CRPGameEndState
}
```



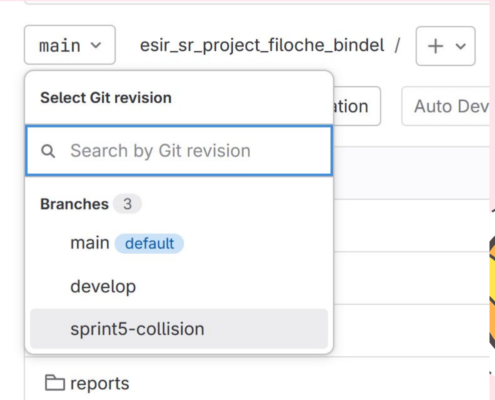
Notre méthodologie

Agile:

- 14 User stories
- 5 sprints

Git workflow:

- 3 branches:
  - main
  - develop
  - sprintX-XXXX



main ⌄ esir_sr_project_filoche_bindel / + ⌄

ation Auto Dev

Select Git revision

Search by Git revision

Branches 3

main default

develop

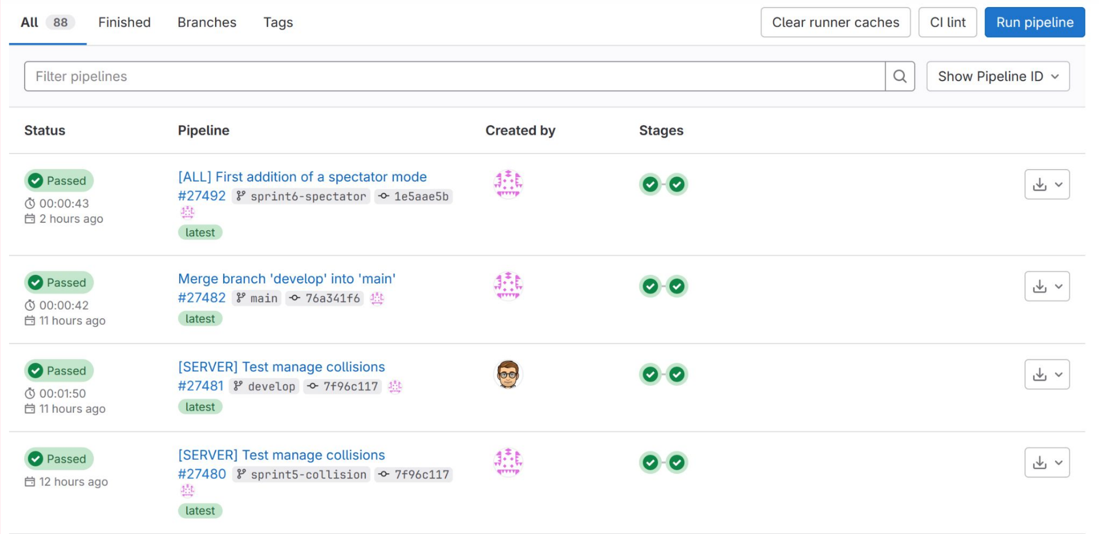
sprint5-collision

reports

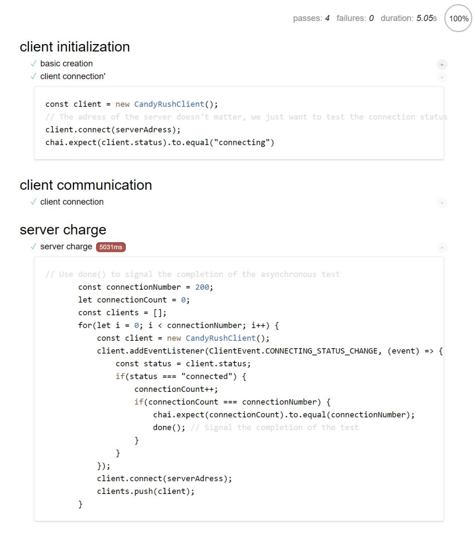
Notre stratégie de tests

- Backend
  - Unit test : Jest
  - Integrated into our CI/CD pipeline

- Frontend
  - Unit test + load test : chai mocha



Status	Pipeline	Created by	Stages
Passed 00:00:43 2 hours ago	[ALL] First addition of a spectator mode #27492 sprint6-spectator 1e5aae5b latest		✓ ✓
Passed 00:00:42 11 hours ago	Merge branch 'develop' into 'main' #27482 main 76a341f6 latest		✓ ✓
Passed 00:01:50 11 hours ago	[SERVER] Test manage collisions #27481 develop 7f96c117 latest		✓ ✓
Passed 12 hours ago	[SERVER] Test manage collisions #27480 sprint5-collision 7f96c117 latest		✓ ✓



passes: 4 failures: 0 duration: 5.05s 100%

client initialization

✓ basic creation

✓ client connection'

```
const client = new CandyRushClient();
// The adress of the server doesn't matter, we just want to test the connection status
client.connect(serverAdress);
chai.expect(client.status).to.equal("connecting")
```

client communication

✓ client connection

server charge

✓ server charge 5031ms

```
// Use done() to signal the completion of the asynchronous test
      const connectionNumber = 200;
      let connectionCount = 0;
      const clients = [];
      for(let i = 0; i < connectionNumber; i++) {
          const client = new CandyRushClient();
          client.addEventListener(ClientEvent.CONNECTING_STATUS_CHANGE, (event) => {
              const status = client.status;
              if(status === "connected") {
                  connectionCount++;
                  if(connectionCount === connectionNumber) {
                      chai.expect(connectionCount).to.equal(connectionNumber);
                      done(); // Signal the completion of the test
                  }
              }
          });
          client.connect(serverAdress);
          clients.push(client);
      }
```

Démo

https://gitlab.istic.univ-rennes1.fr/15005748/esir_sr_project_filoche_bindel

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