YORM

Cooper Y, Jade O, Maya R, and Dalton M

Overview

Meeting Times: Saturdays 12:00PM - 2:00PM

Dalton:

- Macbook Pro, Mac OS

Cooper:

- Macbook Pro, Mac OS

Maya:

- Macbook Pro, Mac OS

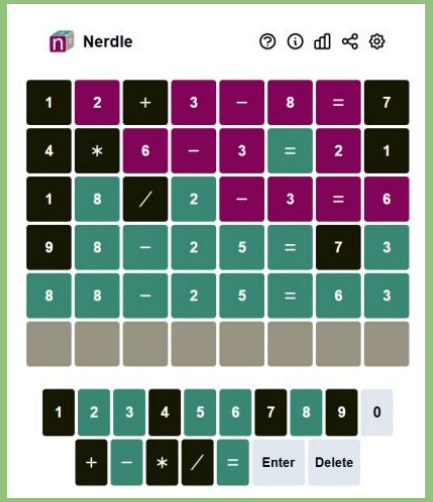
Jade:

- Macbook Pro, Mac OS

Project Information

We are planning on creating a game “Nerdle”. We plan on implementing this project using a Angular and Node.js frameworks with the end goal of being able to host the working game on GitHub Pages.

“Nerdle” allows the player to guess a math equation using a sequence of numbers and operators. Like “Wordle”, the player continues guessing until they have the correct equation.



Project Information

Tool Chain:

- Git
- Visual Studio Code
- Npm
- Postman
- GitHub

Technology Stack:

- Frontend
  - Angular
  - Typescript
  - Figma (for design)
- Backend
  - Node.js
  - SQLite
  - Postman (for testing endpoints)

Past Work Summary

- ➔ Designed Nerdle webpage in Figma (Cooper)
- ➔ Researched implementation (Maya)
  - ◆ Installed Node.js and nvm
  - ◆ Installed Angular
- ➔ Updated the Team README (Dalton)
- ➔ Made the Checkpoint presentation and tasks for next time (Jade)

Meeting Attendance Sheet

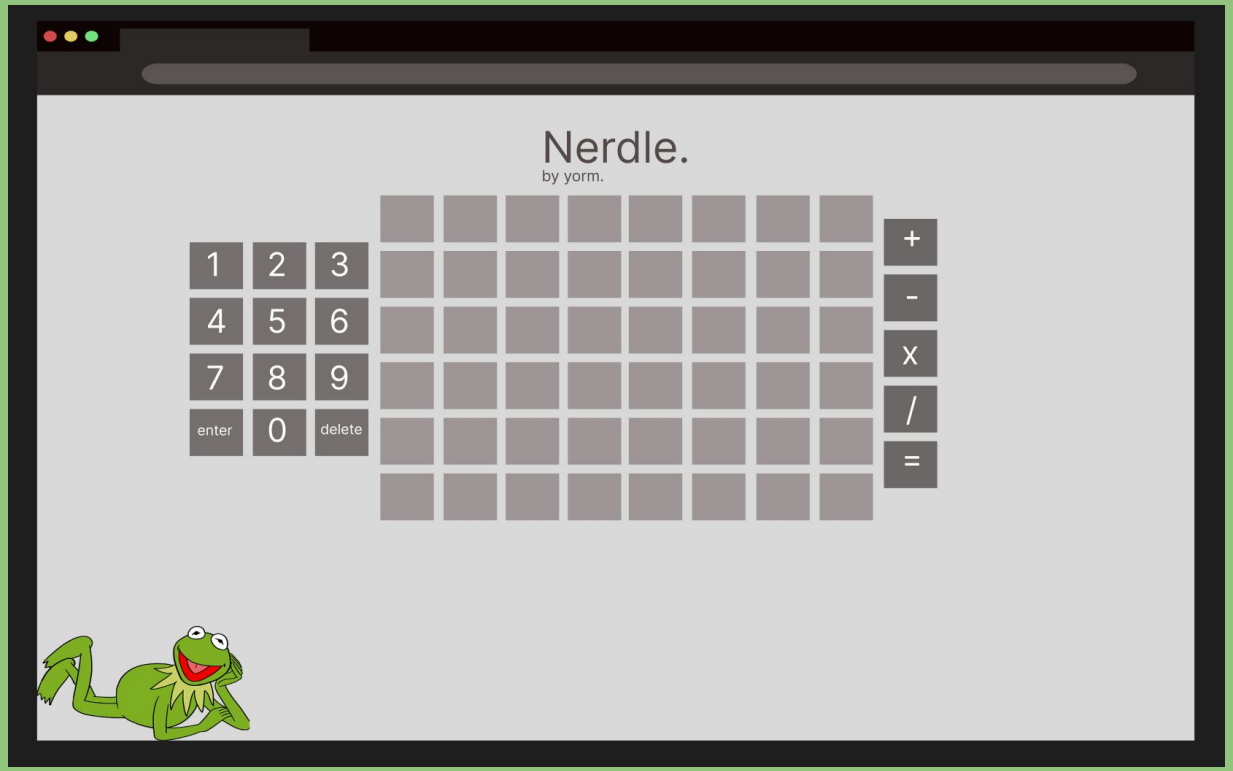
02/03/2024 - All members attended

02/10/2024 - All members attended

Cooper Young

- Created a mockup of the Nerdle game in Figma
    - Gives the team a plan moving forward and when designing Angular components

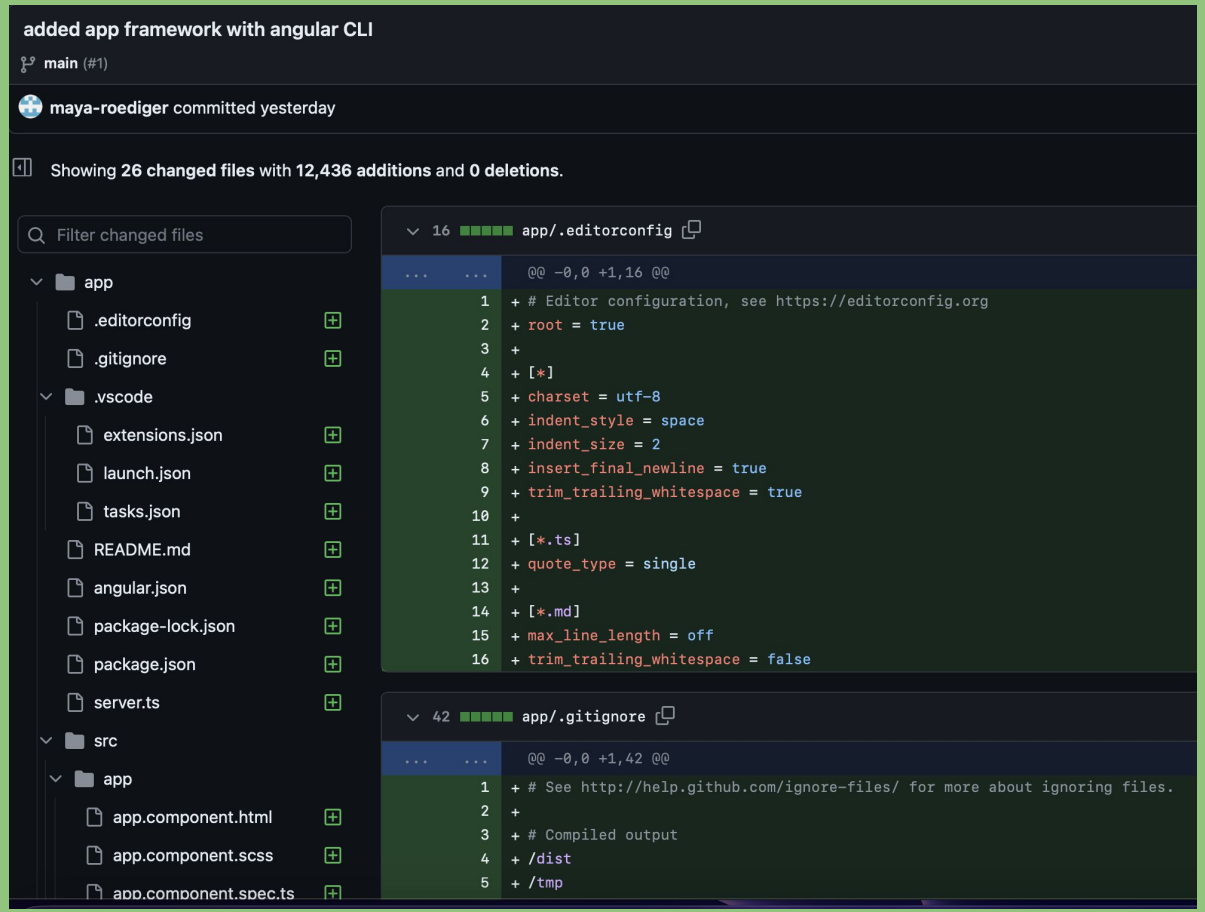
[Figma Link]



Maya Roediger

- Got npm, nvm, and the Angular CLI to function
- Used Angular CLI to import framework for a webapp.
    - Committed to Repo

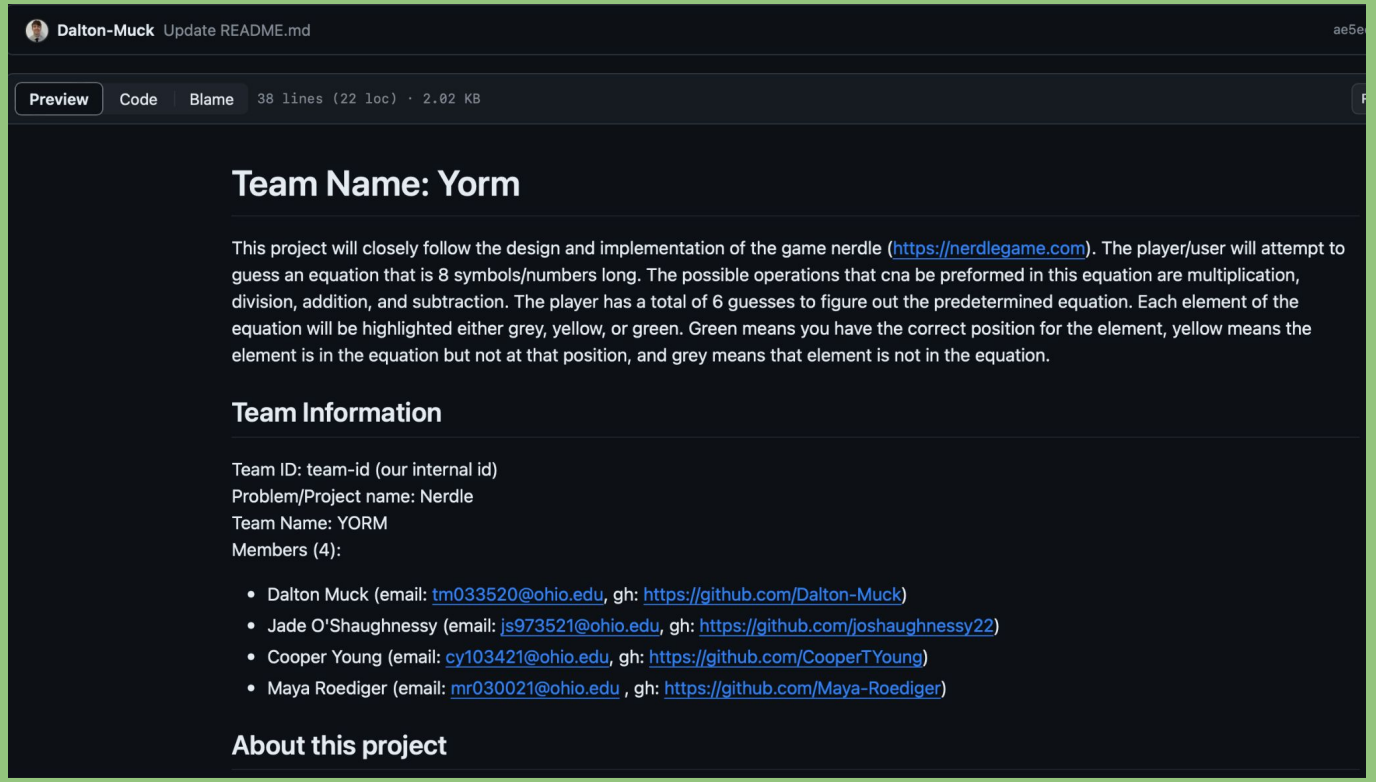
[Link to the entire commit]



Dalton Muck

- Defined team goals, tech stack, and collected team info in an official Readme
  - Committed to Repo

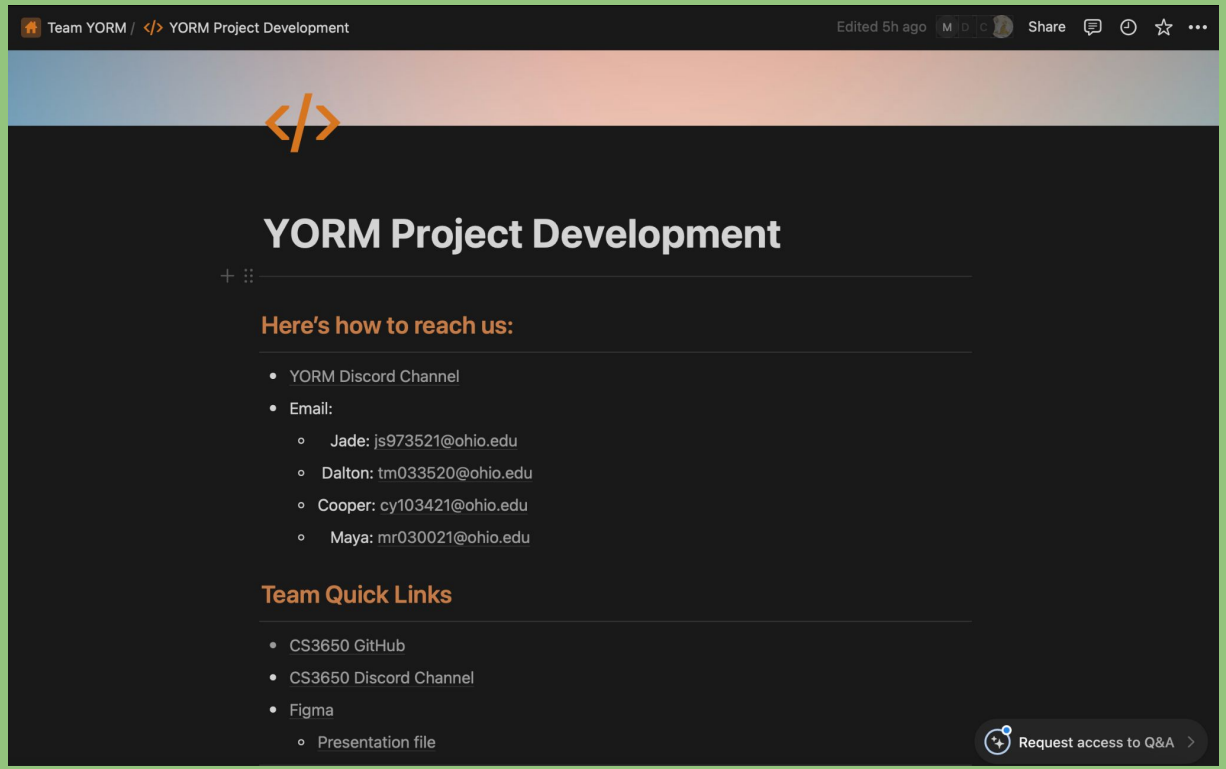
[Link to the README.md]



Jade O’Shaughnessy

- Set up team plan on Notion
  - Allows us to track important links and plan tasks
- Created team slides for presentation
- Outlined plan for the next checkpoint.

[Notion Link]



Next Checkpoint Plan

- ➔ Begin working on backend implementation with Node
  - ◆ Variable Storage
    - Using SQLite – but might not implement a database if not necessary
    - What do we need to store/what variables do we need the player to be able to communicate with
  - ◆ Page routing
    - Check using Postman
  - ◆ Validation
    - Also will use Postman to check return codes
- ➔ Game plan Backend Services and Unit Testing implementation