YORM

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

Overview

Meeting Times: Saturdays 12:00PM - 2:00PM   (tentative)

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.
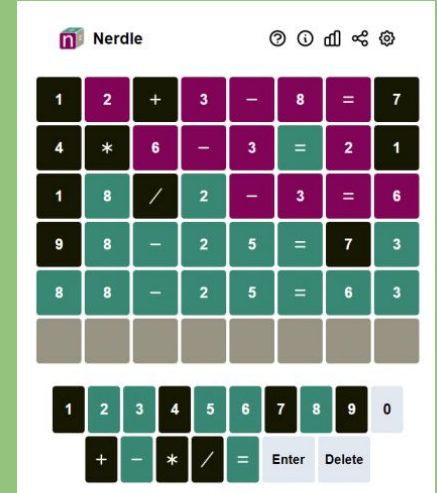
Project Information

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)

Project Information

Past Work Summary   Sat. Feb 10

➔   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)

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