

Loot Goblin

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Welcome to Loot Goblin!

- ▶ Loot Goblin is publicly deployed!
- ▶ Type the following URL into your browser's search bar:
`https://csu-lootgoblin.meteorapp.com`
- ▶ Credentials:
Username: meteorite
Password: password

Definitions

- ▶ Tabletop role-playing game: A pen-and-paper game where each player plays a single, unique character.
- ▶ Game master: The person in charge of and running the tabletop role-playing game. The game master is privy to knowledge the players cannot know.

Statement of Purpose

- ▶ To create a free resource for tabletop role-playing games that players and game masters can use to streamline their experience.
- ▶ To provide a database for players to keep track of inventories.
- ▶ To allow game masters to discretely add and remove items from players' inventories.
- ▶ To provide an experience similar to a social media platform for tabletop role-playing games.

Research and Background

- ▶ Meteor and Web App Development
 - ▶ I was unfamiliar with full stack development. For my full stack development framework, I chose Meteor. I used tutorials to learn how to use the Meteor framework, but these were time consuming.
- ▶ Mongo Clusters and Deployment
 - ▶ This project utilizes Mongo, and learning how to create and attach a Mongo cluster to my project was vital to successfully deploying the app.

Project Languages & Software

- ▶ Languages
 - ▶ JavaScript
 - ▶ HTML
 - ▶ CSS
- ▶ Software
 - ▶ Virtual Box
 - ▶ Ubuntu 20.04
 - ▶ Meteor
 - ▶ Visual Studio Code

Project Hardware

- ▶ Web App Requirements
 - ▶ Internet connectivity
- ▶ Developed using...
 - ▶ AMD Ryzen 5 5600X
 - ▶ AMD Radeon RX 5700 XT
 - ▶ 32 GB RAM

Demo

Username: meteorite

Password: password

Testing

- ▶ My testing was manual.
- ▶ I used Pass/Fail criteria for each test.
- ▶ I tested each piece of functionality. Please refer to the documentation to see all tests and their results.

Testing Results Pt. 1

▶ Test 1: Login with Correct Credentials

- ▶ **Procedure:** Use the admin credentials to log into Loot Goblin.
- ▶ **Expected Result:** Successful login.
- ▶ **Actual Result:** Successful login.
- ▶ **Status:** Passed

▶ Test 2: Login with Incorrect Password

- ▶ **Procedure:** Use the admin username to log into Loot Goblin, but use the wrong password.
- ▶ **Expected Result:** Unsuccessful login.
- ▶ **Actual Result:** Unsuccessful login.
- ▶ **Status:** Passed

Testing Results Pt. 2

▶ Test 4: Add Item with Correct Input Types

- ▶ **Procedure:** Add an item to the database following the correct input types for each field.
- ▶ **Expected Result:** Successfully add the item into database and display the item.
- ▶ **Actual Result:** Successfully add the item into database and display the item.
- ▶ **Status:** Passed

▶ Test 5: Add Item with Incorrect Quantity Input Format

- ▶ **Procedure:** Add an item to the database following the correct input types for each field, but use a string for the quantity.
- ▶ **Expected Result:** Insertion into database unsuccessful.
- ▶ **Actual Result:** Insertion into database unsuccessful.
- ▶ **Status:** Passed

Testing Results Pt. 3

▶ Test 9: Use Weight Incremental Arrows with no Original Value

- ▶ **Procedure:** Use the incremental arrows to increase weight without a value in the field.
- ▶ **Expected Result:** "1" now populates the field, and the arrows continue to increment or decrement the value.
- ▶ **Actual Result:** "1" now populates the field, and the arrows continue to increment or decrement the value.
- ▶ **Status:** Passed

▶ Test 13: Use Price Incremental Arrows with Original Value

- ▶ **Procedure:** Use the incremental arrows to increase price with "5" as the initial value in the field.
- ▶ **Expected Result:** "6" now populates the field, and the arrows continue to increment or decrement the value.
- ▶ **Actual Result:** "6" now populates the field, and the arrows continue to increment or decrement the value.
- ▶ **Status:** Passed

Testing Results Pt. 4

▶ Test 14: Delete Item from Database

- ▶ **Procedure:** Remove an item from the database.
- ▶ **Expected Result:** Item is removed from the database and is no longer displayed.
- ▶ **Actual Result:** Item is removed from the database and is no longer displayed.
- ▶ **Status:** Passed

▶ Test 15: Logout

- ▶ **Procedure:** Use the "Logout" button to log out of Loot Goblin.
- ▶ **Expected Result:** Successful logout.
- ▶ **Actual Result:** Successful logout.
- ▶ **Status:** Passed

Challenges Overcome

▶ Web App Development

- ▶ Meteor's tutorials changed during the development of my project.
- ▶ Errors and warnings were often not simply given to me. I would have to go searching through logs to find why my app was crashing.

▶ Technical Difficulties

- ▶ My first VM bricked during Construction.
- ▶ My second VM ran out of memory during Defense. I learned how to use Ubuntu's rescue shell!
- ▶ My Github repository corrupted during Defense, but this was a quick fix.

▶ Deployment

- ▶ Heroku and Meteor do not seem to work well together.
- ▶ MongoDB Atlas took a bit of know-how to use and attach to my project.

Future Enhancements

▶ Small Fixes and Additions

- ▶ Fix the user sign-up system.
- ▶ Add methods to sort the database by name, weight, and price.
- ▶ Add functionality to sum the weight of an inventory.
- ▶ Add drag and drop sorting.
- ▶ Add the option to have tables in the inventory database that are not counted towards the total summed weight.

▶ Intensive Implementations

- ▶ Implement proper scaling for mobile devices.
- ▶ Implement the campaign system.
- ▶ Implement the friend system.

Questions?