## EECS 448 Team 6 Integration Strategy

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Toward the beginning of our project, our team met through a discord chat to coordinate roles for our final project. Through this strategy, we agreed to first work on separate components of the project on our own. As the project progressed however, we began to work together more and more once we began to integrate our parts of the project together. When testing, at least two members of the team were present at a time, with almost everyone coming together at the end to make sure all parts were added and working properly for the project. We think this strategy resonates the closest with **Bottom-Up Integration**. As with the nature of this project, we have been able to reuse much of the code written from our Project 3. For example, the formatting for the single player table, multiplayer table, and rules table all come from the same CSS code styling. On the backend, we were able to build upon the code written for the single player mode for our new multiplayer game mode. Even so, we were temporarily halted by some major faults in our code. When we tried to integrate a feature enabling multi-browser window competition, we were faced with a lot of errors we had to fix. In addition, someone tried to add an additional chip-button to the single and multiplayer boards, but it caused a lot of errors because they were not properly embedded into all of the code previously written. We discovered these errors fairly late into the project, but we were able to overcome these errors after spending the time needed for debugging. That said, we maintain that much of the heavy lifting (i.e. building the multiplayer game mode and the multi-browser window capability) in the project was done early, where the only difficulties in the late phase of the project came from errors in the program, which were not as prevalent as we anticipated.