Team Contributions: Rev 0
The Crazy Tens

Team #25, The Crazy Four
Ruida Chen
Ammar Sharbat
Alvin Qian
Jiaming Li

This document summarizes the contributions of each team member for the Rev 0 Demo. The time period of interest is the time between the PoC demo and the Rev 0 demo; the contributions prior to the PoC are NOT included.

1 Demo Plans

Overview

The Rev 0 demo will be performed in-person and run locally from a group member's laptop. The goal is to demonstrate a complete two-player game flow with authentication, lobby management, and real-time gameplay via WebSocket communication.

Setup

- Start the backend server (`Node.js` with Express and Socket.IO) on the presenter's machine.
- Start the frontend development server (`Vite + React`) on the presenter's machine.
- Open the game in two separate browser windows (one normal, one incognito) to simulate two players.

Demo Flow (approx. 8–10 minutes)

1. Brief introduction of demo objectives and improvements since POC (30s).
2. Demonstrate user authentication:
    - Register/login for Player 1 in the normal browser window.

- Register/login for Player 2 in the incognito window.

3. Demonstrate lobby system:
   - Player 1 creates a lobby and copies the lobby ID.
   - Player 2 joins the lobby using the shared lobby ID.
   - Player 1 selects numeral system (Dozenal/Decimal) and starts the match.
4. Show automatic transition from Lobby screen to Game screen for both players.
5. Demonstrate real-time gameplay with the new UI:
   - Show opponent's face-down hand and card count.
   - Playing cards from visible hand with playability highlighting.
   - Demonstrate wildcard (10) with suit picker modal and golden card styling.
   - Demonstrate skip card (6) granting free play with blue card styling.
   - Drawing cards when no valid plays are available.
   - Show real-time score updates and turn indicators.
6. Demonstrate the Decimal/Dozenal display toggle in the game header.
7. Drive the game toward an endgame state and show round/game completion.
8. Conclude with current limitations and planned improvements for Rev 1, then take questions.

Notes

- Authentication is now functional with JWT tokens stored in localStorage.
- WebSocket handles real-time game state synchronization between players.
- Will mention current limitations (local deployment only, basic error handling) and planned next steps (deployment, improved UI/UX, additional game modes).

2 Team Meeting Attendance

Student	Meetings
Total	2
Ruida Chen	2
Jiaming Li	2
Alvin Qian	2
Ammar Sharbat	2

Explanation:

We don't meet that often as a team, rather we use Discord for communication generally, which is very hard to trace.

All team meetings we have had to date have been added our Github Repo. Here is our meeting last November, and this January.

3 Supervisor/Stakeholder Meeting Attendance

Supervisor's Name: Paul Rapoport; Email: rapoport@mcmaster.ca

Student	Meetings
Total	2
Ruida Chen	2
Jiaming Li	1
Alvin Qian	2
Ammar Sharbat	2

[If needed, an explanation for the counts can be provided here. —SS]

4 Lecture + Tutorial Attendance OR Lectures + Tutorials Read

Except for teammate Ammar, all 3 members did not attent the majority of lectures, but they did read several of them as they were needed for project work. As long as you read the lecture, your attendance will be counted in the total.

Student	Lectures
Total	1
Ruida Chen	1
Jiaming Li	0
Alvin Qian	0
Ammar Sharbat	1

Student	Tutorials
Total	1
Ruida Chen	0
Jiaming Li	0
Alvin Qian	0
Ammar Sharbat	0

Explanation:

Note: Both tallies are not entirely accurate, because outside of Teammate Ammar and Teammate Ruida (for some), teammates have not checkmarked their attendance/reading of classes, so the number listed is are just based on teammate Ammar's best estimates of the project group's "attendance".
An issue exists in our GitHub Repository for every lecture and tutorial class for the course.
This Team Contribution Report is only concerned our attendance of the lecture and tutorial this January, as these were the only classes since the POC Demo last November.

5 TA Document Discussion Attendance

TA's Name: [Chris Schankula]

Student	Lectures
Total	0
Ruida Chen	0
Jiaming Li	0
Alvin Qian	0
Ammar Sharbat	0

Explanation:

Our project team (Team 25) had a TA switch after the first document discussion (PS+Goals & DevPlan), from TA Rashad Bhuiyan to TA Chris Schankula.
TA Chris has been very helpful for our Team, though he was not available to meet for the most recent Document Discussion on DesDoc_Rev0 despite Teammate Ammar reaching out on the week of January 12–16 2026.
Otherwise, our team has attended all other TA document discussions, and TA Chris has been very helpful and provided great feedback on our deliverables.

6 Commits

Time Period : January - now

Student	**Commits**	**Percent**
Total	21	100%
Ruida Chen	11	52.4%
Jiaming Li	2	9.5%
Alvin Qian	4	19.0%
Ammar Sharbata	4	19.0%

Different teammates use different commit styles—some prefer batching changes into a few large commits after completing a section, while others commit incrementally. As a result, the number of commits does not necessarily correspond directly to workload or contribution size.

7 Issue Tracker

Time Period : January - now

Student	**Authored (O+C)**	**Assigned (C only)**
Ruida Chen	13	12
Jiaming Li	9	14
Alvin Qian	16	17
Ammar Sharbata	13	2

Some issues were created long ago (e.g., from earlier lectures/meetings) but were only closed recently because they were left open unintentionally. These late-closed legacy issues do not reflect current work for this reporting period and are therefore excluded from the issue count.

8 CICD

The project repository is hosted on GitHub and uses GitHub Actions for Continuous Integration and Continuous Deployment (CICD). Each push or pull request triggers an automated workflow that performs the following tasks:

- **Build and Lint:** The workflow installs all dependencies, compiles the code, and runs ESLint to enforce consistent formatting and syntax.
- **Unit Testing:** All Jest test suites are executed automatically. Code coverage reports are uploaded to Codecov.
- **Static Analysis:** CodeQL is run to detect potential vulnerabilities and logic errors.
- **Artifact Packaging:** For successful builds, the workflow produces a testable web or desktop artifact for internal review.

This setup ensures that any code merged into the `main` branch has passed validation for correctness, maintainability, and security. By automating these checks, CICD reduces integration errors and accelerates the development feedback cycle.

9 Team Charter Trigger Items

The team has identified several triggers within the team charter to monitor collaboration and performance consistency:

- **Commit Frequency:** Each member should contribute at least one meaningful commit per week. Falling below this threshold for two consecutive weeks triggers a discussion about workload balance.
- **Meeting Attendance:** Missing two consecutive team meetings without prior notice triggers a check-in with the member to identify scheduling or communication issues.
- **Branch Discipline:** All code changes must go through a pull request reviewed by at least one teammate. Direct commits to `main` are not allowed and will trigger an immediate process review.
- **Responsiveness:** Team members are expected to reply to key project communications (e.g., PR reviews or Slack updates) within 24 hours. Failure to respond repeatedly triggers a group discussion for reassigning responsibilities.

So far, no major trigger violations have occurred. The team has maintained consistent communication and review discipline. If violations are observed in the future, the plan is to (1) hold a brief retrospective discussion, (2) revise or clarify the trigger threshold if needed, and (3) document the agreed corrective action in the next meeting notes.

10 Additional Productivity Metrics

[If your team has additional metrics of productivity, please feel free to add them to this report. —SS]