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	5
Ruida Chen	5
Jiaming Li	4
Alvin Qian	5
Ammar Sharbat	5

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 to Github Repo.

3 Supervisor/Stakeholder Meeting Attendance

[For each team member how many supervisor/stakeholder team meetings have they attended over the time period of interest. This number should be determined from the supervisor meeting issues in the team's repo. The first entry in the table should be the total number of supervisor and team meetings held by the team. If there is no supervisor, there will usually be meetings with stakeholders (potential users) that can serve a similar purpose. —SS]

Supervisor's Name: [fill in this information]

Student	Meetings
Total	Num
Name 1	Num
Name 2	Num
Name 3	Num
Name 4	Num
Name 5	Num

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

4 Lecture Attendance

[For each team member how many lectures have they attended over the time period of interest. This number should be determined from the lecture issues in the team's repo. You can find the number of lectures in the time period of interest by looking at the Google calendar for the capstone course. —SS]

[NOTE: There will be approximately 1 lecture between the POC and Rev0 demos —SS]

Student	Lectures
Total	Num
Name 1	Num
Name 2	Num
Name 3	Num
Name 4	Num
Name 5	Num

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

5 TA Document Discussion Attendance

[For each team member how many of the informal document discussion meetings with the TA were attended over the time period of interest. —SS]

TA's Name: [fill in this information]

Student	Lectures
Total	Num
Name 1	Num
Name 2	Num
Name 3	Num
Name 4	Num
Name 5	Num

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

6 Commits

[For each team member how many commits to the main branch have been made over the time period of interest. The total is the total number of commits for the

entire team since the beginning of the term. The percentage is the percentage of the total commits made by each team member. —SS]

Student	Commits	Percent
Total	Num	100%
Name 1	Num	%
Name 2	Num	%
Name 3	Num	%
Name 4	Num	%
Name 5	Num	%

[If needed, an explanation for the counts can be provided here. For instance, if a team member has more commits to unmerged branches, these numbers can be provided here. If multiple people contribute to a commit, git allows for multi-author commits. —SS]

7   Issue Tracker

[For each team member how many issues have they authored (including open and closed issues (O+C)) and how many have they been assigned (only counting closed issues (C only)) over the time period of interest. —SS]

Student	Authored (O+C)	Assigned (C only)
Name 1	Num	Num
Name 2	Num	Num
Name 3	Num	Num
Name 4	Num	Num
Name 5	Num	Num

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

8   CICD

[Say how CICD is used in your project —SS]

9   Team Charter Trigger Items

[Provide a summary of the quantified triggers identified in the team's charter. —SS]

[Provide a list of any violations of the triggers. If the team wishes, the violations can be summarized on aggregate, instead of naming specific team members. —SS]

[Provide a plan to address the violations. This could include revising the triggers, if they are found to be too weak, strong or ambiguous. —SS]

10 Additional Productivity Metrics

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