# Team Contributions: Rev 0
# The Crazy Tens

Team #25, The Crazy Four
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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 + 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 | 14 |
| Ruida Chen | 12 |
| Jiaming Li | 8 |
| Alvin Qian | 9 |
| Ammar Sharbat | 13 |

| Student | Tutorials |
|---|---|
| Total | 4 |
| Ruida Chen | 2 |
| Jiaming Li | 1 |
| Alvin Qian | 2 |
| Ammar Sharbat | 2 |

Explanation:

An issue exists in our GitHub Repository for every lecture and tutorial class for the course.
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".

# 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]

5

| 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]