A screenshot of a cell phone

Description automatically generated

Technical Report

Semester Project 2

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# 1. Summary

This is the hardest task I’ve ever done in my life, technically speaking. I would like to give a huge thanks to all those who helped me to achieve this project through. I would really like to give a tremendous credit to my parents who I live with and have supported me through this challenging time. I would also really like to give tremendous credit to my mentor, Pål, whose full name I’m not going to mention. He has been the most essential part and if it wasn’t for him, I would’ve probably failed this project. And lastly, I want to give a huge thanks to all of the tutors who have contributed and helped me to get this far. I’ve really worked hard on this, and I’m very happy to finally be finished.

I feel I’ve learned more about side-server understanding and fetching APIs, and gotten more familiar with certain syntax in JS. I’ve also experimented with syntax I’ve never used before. Unfortunately, as I’m writing this I’ve come to the conclusion that I cannot use a server for the game to run on. I spent way too much time trying to make it work at the start of the coding project. Had I perhaps begun with the JavaScript coding first, then preceeded with the server code, maybe I would have made it.

I was honestly really worried I wouldn’t make it at the end, if it hadnt been for my mentor helping me with my javascript errors, I would have failed. I’m very happy to see it through.

# 2. Body

## 2.1. Introduction

I didn’t really see the Level 1 Process within a certain amount of days, so let me first start of by saying that the github repository is like that because I didn’t know I had to design sketches and icons before I moved on to coding the site. My vision for the site was to just do the job and not overcomplicate it, otherwise I would probably just do something unrealistic and it would be too time consuming. I would like to mention that

I plan on making 3 sites. One where the 2 players can choose what character they want. A second one where regarding what characters they have chosen will be turned into their own type of icons that have a reference with them. The second site is the gaming site and is where the board and the dice are. Once a player wins, both players will go to a 3rd site where the winner will be congratulated with triumph music and confetti raining on the screen.

At the beginning I wanted to at least try and make a server side. I know I mentioned I wanted to do it simplistic, but I felt a server side was kind of necessary anyway. So, I began to learn about server side, express and socket.IO. I realize now that express is amazing, and it’s sad that I couldn’t have the server up and running, but maybe I’ll try to work on it, once the semester project has been graded. I really want to learn a lot about back-end as well and maybe become a full stack developer someday. But right now, I feel I’m having too many issues with JavaScript, and even some errors with CSS, so I want to master Front-End more, before I delve into that.

I would like to mention I have copied some code that I didn’t find to be copy-right issues, and they don’t ruin the point of the rest of the project. I just feel that the few things I copied were either very nice way of writing code, so I didn’t want to adjust it, and I thought it was a nice addition to include. Or I found it to be simplistic and straight to the point and I therefor didn’t worry about whether it was right or wrong because I believe this 2 things shouldn’t be judged too heavily since they play such a small part of the assignment, and were more used as tools to make the rest of the code easier. These copies were the modal images, and the dice roll. This will be explained in references.

## 2.2. Main section of report

The first thing I started doing was the design sketches of the icons. I didn’t really care too much at this point to be honest. I do value design, but I just don’t think its relevant for me in this situation. These are tokens that are to be used as the players play on the board. And I chose to design the ones that were in alphabetic order combined a little bit with what tokens I felt it was easy to design.

And then I spent a little time with coding the website head on because I didn’t realize there were other pages on the semester project that had vital info. When I finally realized I had missed info, I tried to make sketches/illustrations of how I thought the website was going to look. For me, I didn’t really care if I had the design or not to begin with, because the vision I had for my site was always clear, so it didn’t really matter, but of course, it’s a nice idea to include considering that when we work in teams, the other parts would be interested to see what kind of website I intend to make.

One of the hardest things I had to relate to was the socket.io due to when I decided I was going to include that, I realized it would be difficult to make for my sake since I’ve never had any experience with it, and I was running short on time. I’m however lucky that I have a mentor that knows a lot about Front-End and we went through the subject together. He also helped me during a lot of other problems that I had. I don’t think I’m going to write too much about there here.

With that said, MJ also helped me with understanding “\_\_dirname” which you call upon under setting up the settings of the server. I thought dirname meant I had to get the directory name of the file I was taking point of view from, but I later realized that it was an inbuilt method and I could just write it as it was.

One of the things that I didn’t understand for a long time was that I couldn’t really write JavaScript inside the socket code. And thus, I was sort of puzzled, because how was I supposed to retract anything from the document?

Socket.IO was also really hard to use considering I had to write code that went through one page to the next. I was not really sure if this was possible because I knew that socet.IO wasn’t really a truly fledged WebSocket. But I wasn’t really sure if this was relevant, but if it wasn’t, then how could I possibly make it so that the website would save certain events from a website and bring it into another website. How could I make certain button clicks, turn into certain tokens depending on which button was clicked? Sure I know how to do that if we’re talking about making it on the same website, but I was going to have it to another website, and this was perhaps the most difficult tasks, along with just understanding socket.IO in general.

Coding the HTML and CSS was no go-to either. If I knew what I know now, I would probably have tried to create far more document elements inside the JavaScript files rather then the html files, but I feel I learned this lesson too late. The reason I didn’t do it in the first point was because I thought I couldn’t make IDs and Classes inside JavaScript, which I can. Had I known this I would have just coded my code once, then made it go through a for loop, and then I would have only created unique IDs and classes 10 times or 30 times regarding if we’re talking about the index.html page or the game.html page.

So there were a ton of work, and I still have certain areas to improve in my css syntax understanding. I think I make code look more difficult than it has to be, Im not sure. But it is what it is, and I just have to accept that and ignore the wishful thinking because I feel that its unrealistic to believe that I’m going to learn the entirety of css in a short time period. I just have to be patient. Maybe if I had some burning passion to learn it, I would, but let’s face it, there aren’t many people who have that level of passion in themselves, I’m not one of them. Like learning anything, I’d rather spend some time on it and learn consistently. I think that’s the only way for me to remain a steady learning curve, otherwise I fear I would only grow bored more then I already am at a few times, and I really don’t want that. When this happens and I feel I’m not too stressed about making a delivery or just working just because I have to, then I feel learning could be fun at times. Studying for me is like 60% neutrality, 25% dissatisfaction, and 15% joy.

I’ve tried to use everything I had learned except maybe CSS frameworks and typescript. Maybe I haven’t learned enough about those things to find it convenient to use. It’s unfortunate, whether or not it’s such a big deal to exclude isn’t up to my judgement, but I hope someday I will spend more time using those type of frameworks and find them more convenient and easier to use as I get to know them more.

Personally, I want to become more of the programmer, than the designer. I feel programming is more fun for me at least and I wish to succeed in it more, but I will continue learning design aswell, and keep on growing. It just upset me sometimes that I don’t always succeed in it as fast and as much as I would want to. Maybe I’m not smart enough, or maybe I don’t remember enough to learn it fast, but I work a lot and I feel I’m making slight progress, and I want to master it someday, I don’t care what other might say.

## 2.3. Conclusion

# 3. References

For creating the dice, I’ve mainly just used this code.

<https://codepen.io/Pyremell/pen/eZGGXX/>

I realize that this is ***almost***copy-paste, but it’s difficult to adjust to design when it’s already perfectly made. I guess my experitise will be shown in other coding areas, especially with the fetching code part.

For creating the confetti after the player finished the game I’ve used

<https://www.npmjs.com/package/confetti-js>

On the congratulations site I have also used this background soundtrack

<https://www.videvo.net/royalty-free-music-track/ultimate-victory/232836/>

Here is partly the logo I used for the game. As one can see, It’s free.

<https://www.cleanpng.com/png-computer-icons-throne-clip-art-trone-3541829/>

I also used this image for the direwolf token. It’s copyright free. A dire wolf is too hard to design by myself. And I only have to design at least 5 icons, not all.

<https://www.pinpng.com/download/imiJJw_dire-wolf-png-transparent-png/>

The icons that I made by myself which are served as token, bricks that are be used on the board are; Arya’s needle. Bran’s three eyed raven, Cersei’s wine cup, Jaime’s golden hand, Sam’s book. The rest that I haven’t made, but are images from the same site, pinpng.com.

<https://www.pinpng.com/picture/owJix_beautiful-pink-rose-png-clipart-pink-rose-clipart/>

<https://www.pinpng.com/download/xoibmi_game-of-thrones-clipart-iron-throne-game-of/>

With the exception of Sam’s dragonglass dagger:

<https://icons-for-free.com/of+thrones+game+thrones+series+ice+sword+weapon-1320568557491422230/>

and Theon’s squid:

<https://www.flaticon.com/free-icon/kraken_2534513?term=kraken&page=1&position=1>

Sansa’s flower:

<https://pngtree.com/freepng/vector-flower-icon_4101398.html>

Lord Vary’s feather:

<https://www.flaticon.com/search?search-type=icons&word=feather+pen&license=&color=&stroke=&current_section=&author_id=&pack_id=&family_id=&style_id=&category_id=>

These images are all copyright. Reason I didn’t make more than 5 is because I don’t have to. And my design doesn’t look so good.

For the modal images (the images that hovers up on clicking on the board buttons), I’ve used this for inspiration:

<https://www.w3schools.com/howto/howto_css_modal_images.asp>

For the Khal Drogo image I’ve used:

<https://www.wallpaperflare.com/berserker-game-of-thrones-tv-series-khal-drogo-dothraki-3156x2100-entertainment-tv-series-hd-art-wallpaper-sxzzd>

For the White Walker image I’ve used:

<http://getwallpapers.com/collection/white-walker-wallpaper>

For The Mountain image I’ve used:

<https://wall.alphacoders.com/big.php?i=916410>

For Blocked Road image I have highwaymen from the video game Chivalry: Medieval and Warfare, which I think fits well with the theme of Game of Thrones.

<https://wallpapercave.com/chivalry-medieval-warfare-wallpapers>

For Dragon Drogo:

<https://wallpaperaccess.com/drogon-game-of-thrones>

I’ve used <https://www.pngfuel.com/free-png/ngijr/download>

To be with the logo.

For the Night King:

<https://www.ecopetit.cat/ecvi/biwhRT_night-king-got-4k/>

# 4. Acknowledgements

For ackowledgements I would like to give a huge thanks to my tutors, Connor O’Brien and Michael John Phillips. MJ told me how to write the report, regarding what the differences between references, acknowledgements and appendencies were. He also taught me that I could just write “\_\_dirname” directly into the socket.IO. Connor O’Brien helped me with the understanding of socket.IO. He confired what I was already suspicious about regarding, what I’ve seen on stack overflow and what my mentor told me. But I was unsure of how my game was going to turn out, so I asked for confirmation.

My mentor Pål has been essential to see this project through. Without him, I wouldn’t even consider making the game online. He helped me with so much, that it’s difficult to remember all the things he did for me, but he said the things Connor O’Brien told me, and he told me how to tackle certain code errors, he showed me how to debug certain code lines and how to attack problems and gave me an insight in his philosophy of attacking problems. He spent overall slightly over 6 hours and I’m very honored to have him as my mentor.

# 5. Appendices

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