

PARTY TIME FOR THOSE OFFLINE

EMMA MONTROSS

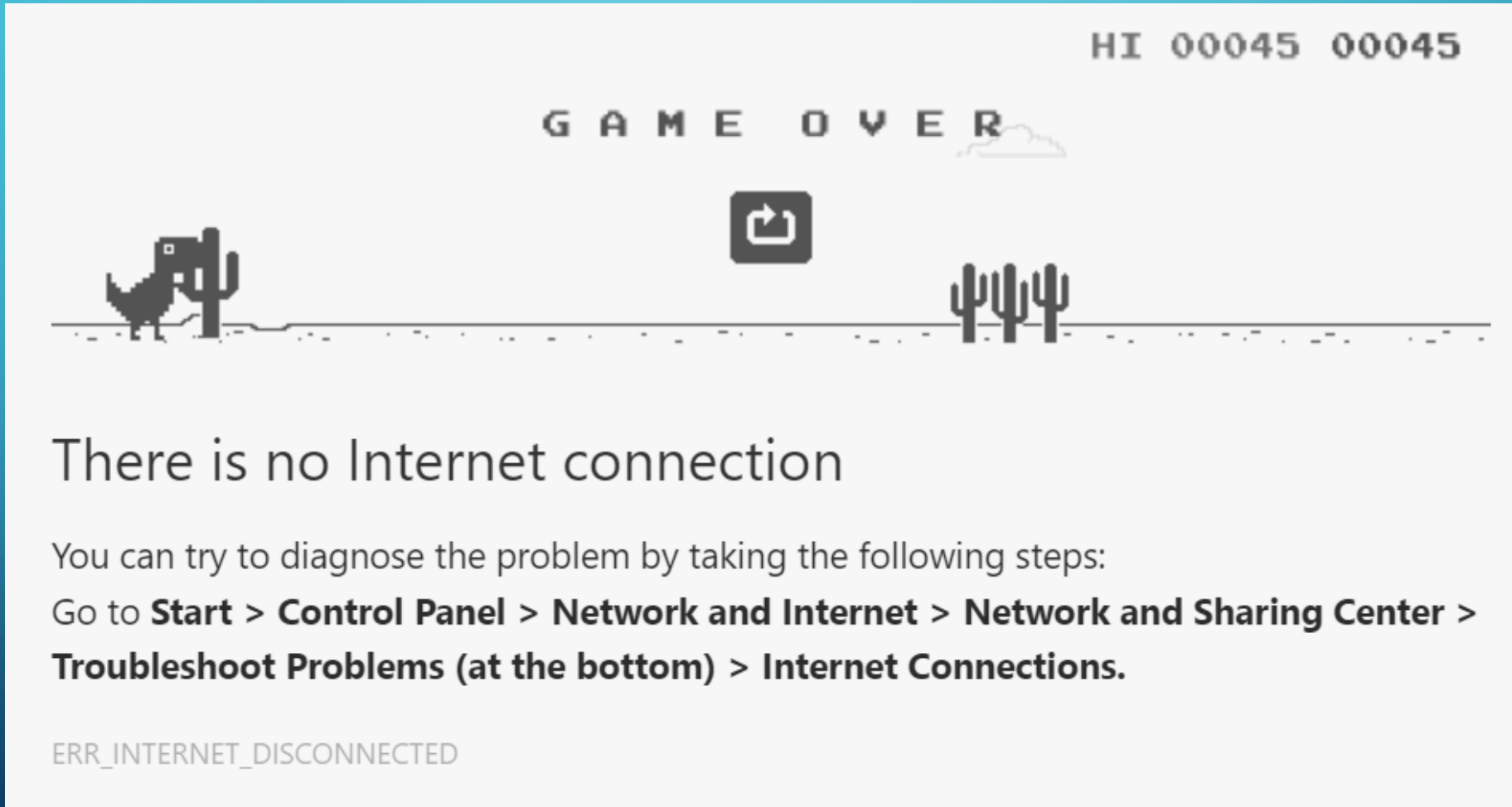
MATT WRIGHT

MICHAEL FELLER

ZACH WITHROW



INSPIRATION



METHODOLOGY: AGILE

- Pros: guidelines, sprints, meeting setup
- Cons: made for larger teams



TOOLS: TRELLO

- Project Tracker
- Pros: nice visuals, member features
- Cons: deadline handling, checklists, notifications



TOOLS: GITHUB

- VCS Repository
- Pros: mutli-person coding, local repository, tracking changes
- Cons: anti-intuitive for newbies



GitHub



TOOLS: JASMINE

- Javascript testing framework
- Pros: visual results
- Cons: not for games



TOOLS: JSDOC 3

- Auto-Documentor for JavaScript
- Pros: visual HTML output
- Cons: only variables and functions



TOOLS: GOOGLE CHROME

- Deployment environment:
Google Chrome Extension
- Pros: user accessibility, popup
ability
- Cons: no in-line javascript,
documentation lacking



CHALLENGES

- Limited web development experience
- No Google Chrome Extension knowledge
- No in-line JavaScript
- Online/Offline Status



WE WISH WE COULD HAVE...

- Added high score tracking
- Overridden the “Aw Snap” Dino Game page



PARTY TIME!