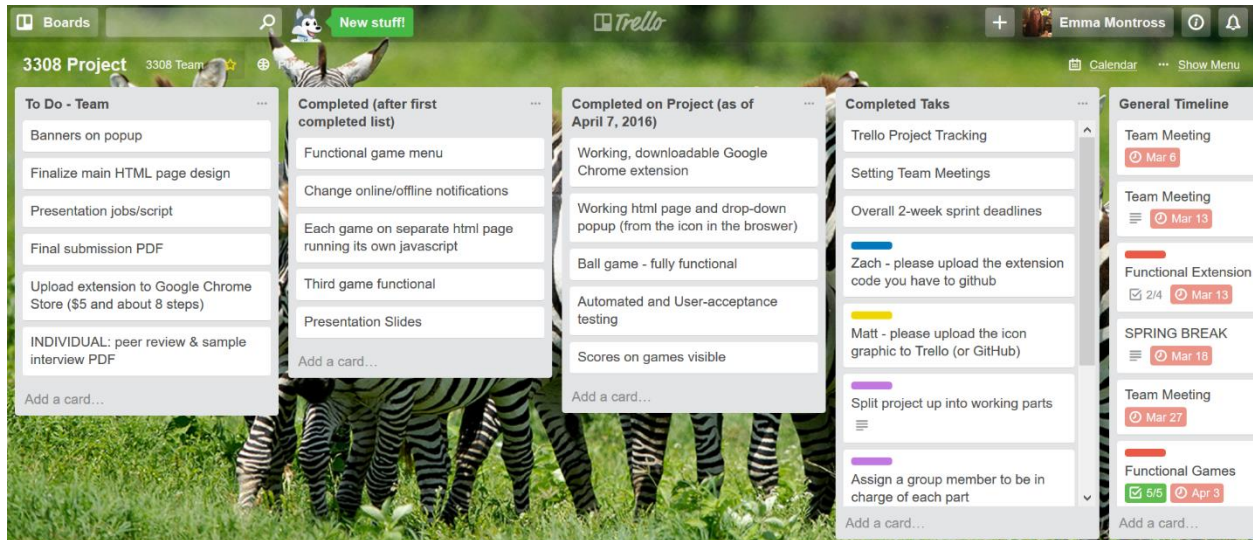


Project Title: Party Time for Those Offline

Group Members: Emma Montross, Matt Wright, Michael Feller, Zach Withrow

Project Tracker: <https://trello.com/b/2ivhNpnx/3308-project>

Screenshot taken April 23, 2016 (there were still tasks to be completed at that time):



GitHub Repository: <https://github.com/ZWithrow/3308-Spring-2016-Project>

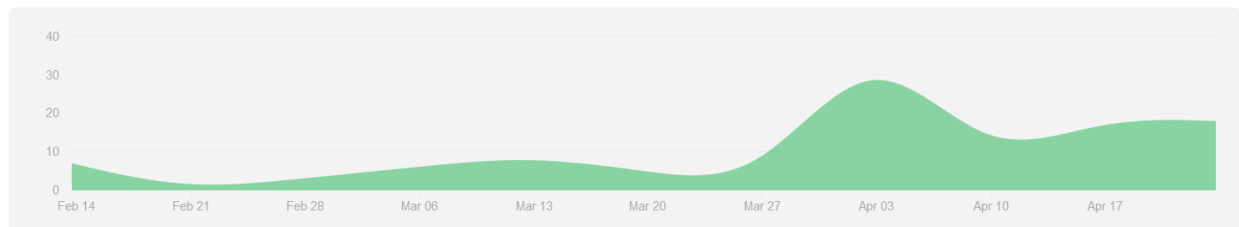
Contribution Report:

Overall Commit Contributions:

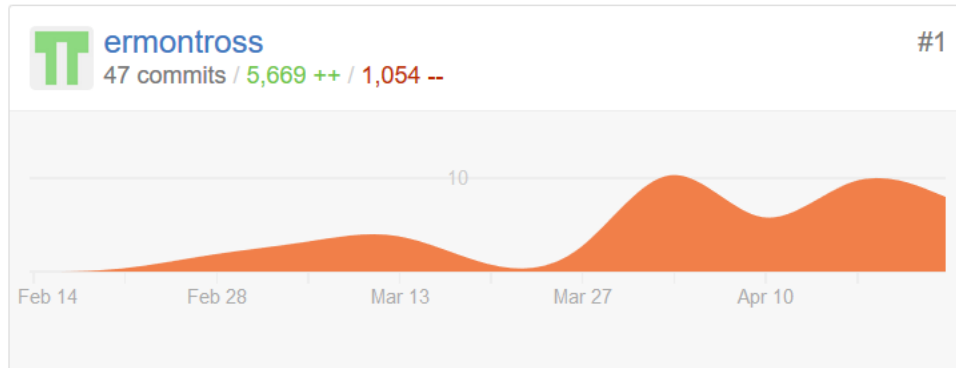
Feb 14, 2016 – Apr 24, 2016

Contributions to master, excluding merge commits

Contributions: **Commits** ▾



Emma's Commits:

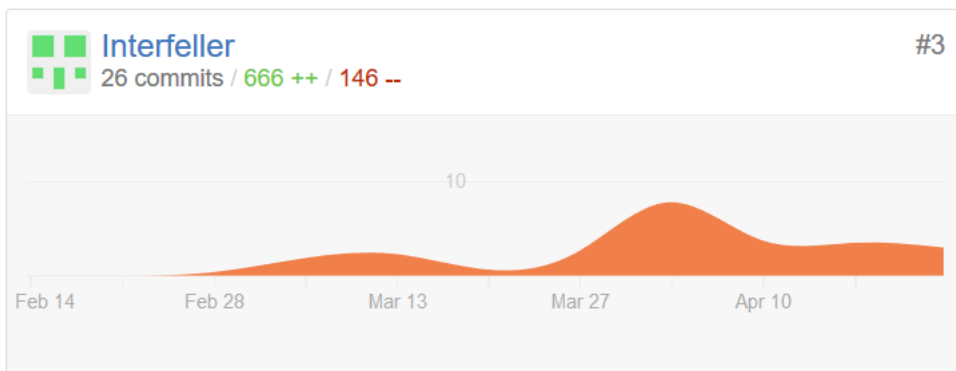


The code additions number is so much higher on Emma's graph because she did the automated testing and pushed the Jasmine library to our GitHub repository so it would be possible for viewers (graders) to run the tests directly from the repository. Codewise, she did a little less than the other three group members, but took on the administrative duties (timeline, meeting schedules, presentation slides, final submission pdf, etc.)

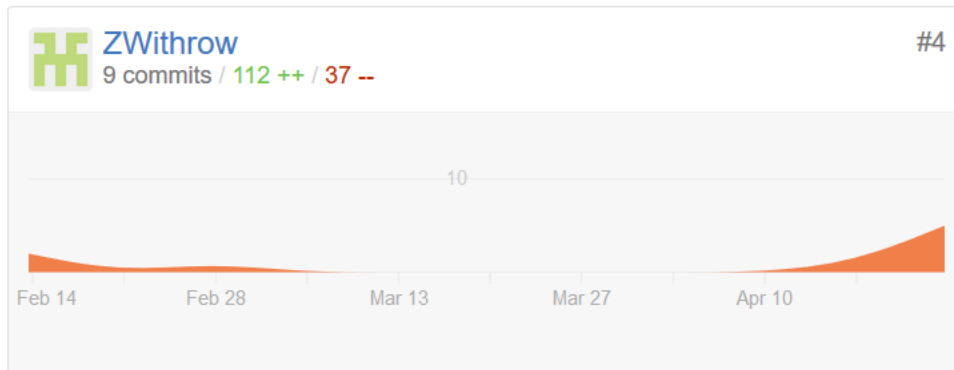
Matt's Commits:



Michael's Commits:






Zach's Commits:






This graph does not accurately depict Zach's contribution to the team. Zach coded *all* of the games and was committing to the GameDevelop branch most of the semester. This graph only shows commits to the master branch and does not include merging commits, which Zach also did to merge the game code with the master. He started committing to the master branch, but forgot to use global config, so GitHub still did not register his commits on the graphs (because he was not logged in as the user ZWithrow). Because of this, we have included a screenshot of some of the commits he pushed onto the GameDevelop branch:

Branch: Game... ▾




Commits on Apr 17, 2016

-  **added the start of SnakeGame and modified the canvas #**
Zach Withrow committed 6 days ago  `ce5ec73` 








Commits on Apr 13, 2016

-  **adding Snake Game frame**
Zach Withrow committed 10 days ago  `34f1873` 










Commits on Apr 11, 2016

-  **fixed asteroid number**
Zach Withrow committed 12 days ago  `052d399` 

Commits on Apr 10, 2016

-  **added increasing asteroids by score**
Zach Withrow committed 13 days ago  `a0e0296` 
-  **added scoreboard, starting text and game over text, and added velocit...** 
Zach Withrow committed 13 days ago  `ee019b6` 

Commits on Apr 6, 2016

-  **fixed asteroid shapes**
Zach Withrow committed 17 days ago  `238f191` 
-  **changed index for bigger canvas**
Zach Withrow committed 17 days ago  `6c626df` 
-  **adding laser collisions again**
Zach Withrow committed 17 days ago  `bda8759` 

How to access project: Download it from the Google Chrome Extension store (named Party Time for those Offline) or use GitHub. First, clone our GitHub repository. In the chrome browser, click on the three line icon in the upper right hand corner and under more tools, click on Extensions. On the extensions page, check the Developer Mode box (top right) and click “Load Unpacked Extension...”. Direct it to your local GitHub repository folder and hit Ok. The party hat logo should appear in the top right. Click on the logo to start the party.

Auto-Documentation: Used JSDoc 3 (<https://github.com/jsdoc3/jsdoc>). Auto-generated documents are on our GitHub Repository in the auto-doc folder.