

Milestone 7

Title: Cost Quest

Group Names:

Theodore Margoles

Rebekah Haysley

Haotian Zheng

Zachary Asmussen

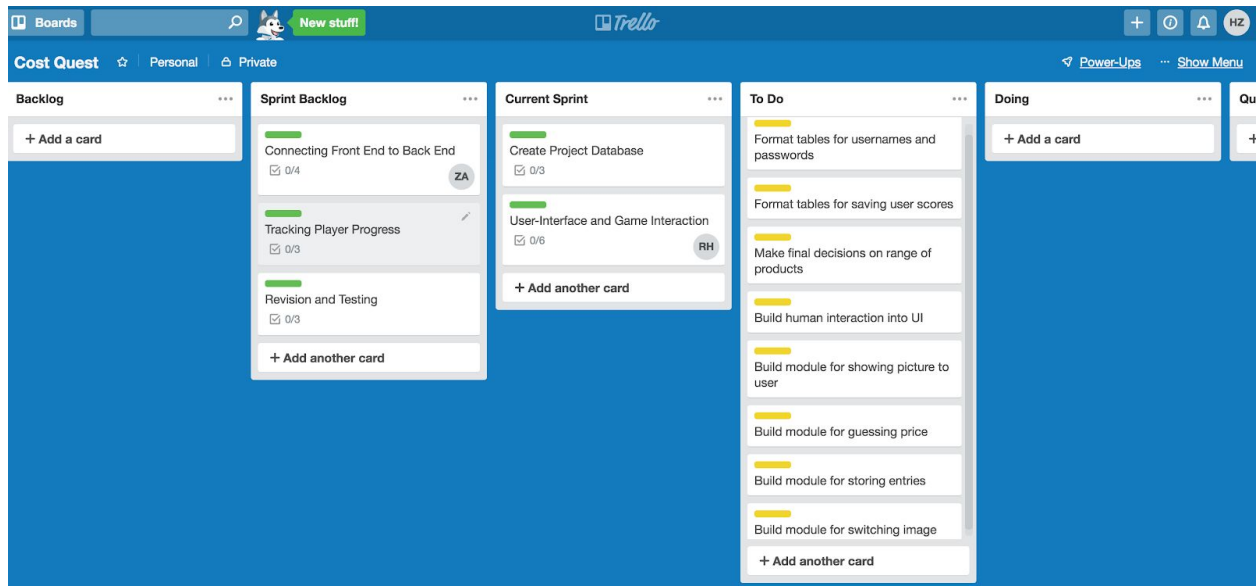
Jorge Pulido-Lopez

Binpeng Wu

Project Tracker (Trello & Gantt):

Trello:

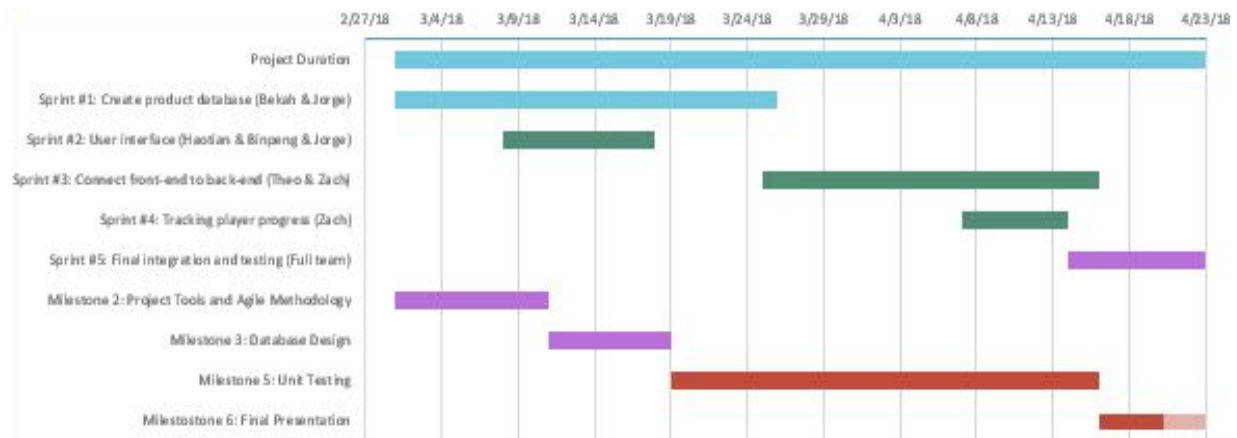
<https://trello.com/invite/b/FmpZNMly/6f2f7e9f96a8ee77e1c251617d710699/cost-quest>



Note: Most of our communication and planning was done via conversations in Slack because our team ran such rapid sprints.

Gantt:

Task Name	Start Date	End Date	Duration (Days)	Days Complete	Days Remaining	Percent Complete
Project Duration	3/1/2018	5/3/2018	63	63.00	0.00	100%
Sprint #1: Create product database (Bekah & Jorge)	3/1/2018	3/26/2018	25	25.00	0.00	100%
Sprint #2: User interface (Haotian & Binpeng & Jorge)	3/8/2018	3/18/2018	10	10.00	0.00	100%
Sprint #3: Connect front-end to back-end (Theo & Zach)	3/25/2018	4/16/2018	22	22.00	0.00	100%
Sprint #4: Tracking player progress (Zach)	4/7/2018	4/14/2018	7	7.00	0.00	100%
Sprint #5: Final integration and testing (Full team)	4/14/2018	4/29/2018	15	15.00	0.00	100%
Milestone 2: Project Tools and Agile Methodology	3/1/2018	3/11/2018	10	10.00	0.00	100%
Milestone 3: Database Design	3/11/2018	3/19/2018	8	8.00	0.00	100%
Milestone 5: Unit Testing	3/19/2018	4/16/2018	28	28.00	0.00	100%
Milestone 6: Final Presentation	4/16/2018	4/30/2018	14	4.20	3.80	30%



Video Link: <https://drive.google.com/open?id=15oqCA5jCiXxvR2sKsIIJlsv3BVPV-DQ3>

VSC Repository (GitHub): https://github.com/Zasmussen/Cost_Quest

Note: If you do not have access to GitHub, contact zachary.asmussen@colorado.edu or rebekah.haysley@colorado.edu to request access.

GitHub Contributions:

Note: The graphs above only shows the contributions to master. For the commits to other branches, use the links below:

https://github.com/Zasmussen/Cost_Quest/commits/Database

https://github.com/Zasmussen/Cost_Quest/commits/Integration

https://github.com/Zasmussen/Cost_Quest/commits/LAMPP

https://github.com/Zasmussen/Cost_Quest/commits/User-Interface

https://github.com/Zasmussen/Cost_Quest/commits/game

https://github.com/Zasmussen/Cost_Quest/commits/style

https://github.com/Zasmussen/Cost_Quest/commits/thma4828-heroku-files

https://github.com/Zasmussen/Cost_Quest/commits/thma4828-heroku-final

Live Deployment: <https://secure-reaches-29983.herokuapp.com/>

Note #1: If it doesn't work in Chrome, try Internet Explorer.

Note #2: Because Heroku has limited dynos, sometimes the app crashes and needs you to manually restart it. This is done by:

1. Go to <https://id.heroku.com/login>
2. Login using the following account info:
Email = thma4828@colorado.edu
Password = tsmarg\$1998
3. Click on "secure-reaches-29983"
4. Hit "Open app" button in top right hand corner

5. If you get an “Application Error”, got back to the “secure-reaches-29983” page, then:
 - a. Hit the “More” button in the top right hand corner
 - b. Click “Restart all dynos” and confirm “Restart all dynos”
 - c. Wait a few seconds
 - d. Click “Open app”

README.md

CSCI 3308 Team Project

Repository for CSCI 3308 Software Development Methods and Tools semester project. Group members: Zachary Asmussen, Rebekah Haysley, Haotian Zheng, Theodore Margoles, Jorge Pulido Lopez, and Binpeng Wu.

Project Name = Cost Quest

This project is a web game, hosted on heroku, that allows users to sign up for an account, then play a fun game of guessing prices of everyday electronics, gadgets, groceries and other items! Enjoy!

GitHub structure:

All Milestones are in the "master" branch.

The "README.md" is in the "master" branch and the "style" branch.

The final submission code is in the "style" branch.

The test cases can be found in Milestone 5 documentation.

To play the game via heroku:

1. Click the link below described as heroku deployment link
2. Sign in with account with username=TA and password=ta1 (premade account with 0% accuracy, 0 guesses in the database)
3. Play the game, listen to or mute music, watch accuracy improve / get worse
4. Exit out of the game
5. Re-open heroku link, login, see accuracy you had built up

Heroku deployment:

Heroku deployment link: <https://secure-reaches-29983.herokuapp.com/>

Troubleshooting heroku:

Because Heroku has limited dynos, sometimes the app crashes and needs you to manually restart it. This is done by:

1. Go to <https://id.heroku.com/login>
2. Login using the following account info:
Email = thma4828@colorado.edu
Password = tsmarg\$1998
3. Click on "secure-reaches-29983"
4. Hit "Open app" button in top right hand corner
5. If you get an "Application Error", got back to the "secure-reaches-29983" page, then:

6. Hit the “More” button in the top right hand corner
7. Click “Restart all dynos” and confirm “Restart all dynos”
8. Wait a few seconds
9. Click “Open app”

To play the game on local machine:

1. Clone the style branch from our github repo: https://github.com/Zasmussen/Cost_Quest.git
2. Connect to SQL and add database called Cost_Quest, and make sure that you are using this database
3. Enter the following commands:
 - source QuestProducts.sql
 - source QuestUsers.sql
 - source QuestScores.sql
4. Update config file to connect to local host and local MySQL connection (and make sure your password is correct)
5. From the command line run: `node app.js`
6. Go to your preferred browser and connect to local host