

2/16 - 2/23

Team TreeHouse (Week 4 Team Report)

Abhinav Selvaraj (Lead), Breanna Chi, Prabhleen Bagri, Ken Ho

Project Title

Who's That Pokemon

Technologies

Frontend: HTML, CSS, Javascript, [React](#)

Backend: Java, MongoDB, Spring Boot

Tools: Git/GitHub, VSCode, Eclipse, AdobeXD, [Figma](#), [Itch.io](#)

Milestones

1. Milestone 1, 2/12 (Completed): Finalize tech stack, setting up development environment, and wireframe for front-end UI.
2. Milestone 2, 2/26 (In Progress): Complete basic CRUD database operations, Home page UI, and begin single player functionality
3. Milestone 3, 3/12 (Tentative): Continue working on single player functionality, and finalize frontend design.
4. Milestone 4, 3/26 (Tentative): Finish single player functionality, start multiplayer functionality
5. Milestone 5, 4/9 (Tentative): Continue working on multiplayer functionality and continue developing frontend
6. Milestone 6, 4/23 (Tentative): Completed working prototype
7. Milestone 7, 5/7 (Tentative): Full deployment(including multiplayer functionality)

Current Job Assignments (Week 4-5: 2/16 - 2/23)

Abhinav Selvaraj

- Develop REST API for MongoDB endpoint.
- Solve audio file storage issues in MongoDB

Breanna Chi

- Design mobile friendly UI wireframe
- Develop mobile UI frontend
- Continue learning team's tech stack

Prabhleen Bagri

- Assist Breanna and Ken to develop front end UI
- Seek understanding of Itch.io and its compatibility with project deployment
- Continue learning team's tech stack

Ken Ho

- Develop frontend UI for desktop view
- Connect frontend UI to backend endpoint via RESTful API
- Continue learning team's tech stack

Accomplished Job Assignments (Week 3-4: 2/9 - 2/15)

Abhinav Selvaraj

- Completed MongoDB database setup
- Finalized JSON object file format

1	<code>_id: ObjectId('63ae866b64c34ddccc99d3')</code>		ObjectId
2	<code>id: 1</code>		Int32
3	<code>name: "Dulbasara"</code>		String
4	<code>type(s): "Grass/Poison"</code>		String
5	<code>Region: "Kanto"</code>		String
6	<code>Entry: The seed on 1th back is filled with nutrients. The seed grows steadily</code>		String
7	<code>Cry: BinData(0, '')</code>		Binary

CANCEL
UPDATE

- Tested basic get/post request from MongoDB database

```
[{"_id":"timestamp:1676339002","date":"2023-02-14T01:48:22.000+00:00","id":1,"name":"Bulbasaur","types":["null","region","null","entry","null","cry","null"],"obid":"timestamp:1676343948","date":"2023-02-14T03:04:00.000+00:00","id":2,"name":"Iysaur","types":["null","region","null","entry","null","cry","null"],"obid":"timestamp:1676344802","date":"2023-02-14T03:07:11.000+00:00","id":3,"name":"Venasaur","types":["null","region","null","entry","null","cry","null"],"obid":"timestamp:1676345655","date":"2023-02-14T03:08:35.000+00:00","id":4,"name":"Charmander","types":["null","region","null","entry","null","cry","null"],"obid":"timestamp:1676346410","date":"2023-02-14T03:09:12.000+00:00","id":5,"name":"Charmeleon","types":["null","region","null","entry","null","cry","null"],"obid":"timestamp:1676346440","date":"2023-02-14T03:09:10.000+00:00","id":6,"name":"Charizard","types":["null","region","null","entry","null","cry","null"],"obid":"timestamp:1676346474","date":"2023-02-14T03:09:34.000+00:00","id":7,"name":"Soudrtile","types":["null","region","null","entry","null","cry","null"],"obid":"timestamp:1676346497","date":"2023-02-14T03:09:37.000+00:00","id":8,"name":"Isartortie","types":["null","region","null","entry","null","cry","null"],"obid":"timestamp:1676346421","date":"2023-02-14T03:10:17.000+00:00","id":9,"name":"Elastoise","types":["null","region","null","entry","null","cry","null"]}]
```

- Initialized Spring Boot code base for backend

```
J Application.java    J PokemonRepository.java    J Pokemon.java    J PokemonController.java    J PokemonService.java X
whos-that-pokemon > Who-s-That-Pokemon > src > main > java > com > treehouse > Who > s > That > Pokemon > J PokemonService.java > PokemonService > allPokemon()
1  package com.treehouse.who.s.That.Pokemon;
2
3  import java.util.List;
4
5  import org.springframework.beans.factory.annotation.Autowired;
6  import org.springframework.stereotype.Service;
7
8  @Service
9  public class PokemonService {
10     @Autowired
11     private PokemonRepository pokemonRepository;
12     public List<Pokemon> allPokemon(){
13         System.out.println(pokemonRepository.findAll().toString());
14         return pokemonRepository.findAll();
15     }
16 }
17
```


- Resolved branching issues in version control

Breanna Chi

- Assisted in resolving version control issues during early development
- Completed Tech Stack video tutorial
- Assisted Prabhleen to research deployment hosts

Google, AWS and Microsoft Azure

There is a huge competition in the public cloud space. AWS, Microsoft Azure, Google, Salesforce, Oracle etc all are taking up the new digital world by the new storm of technology that is built on remote servers or what we call in general parlance.

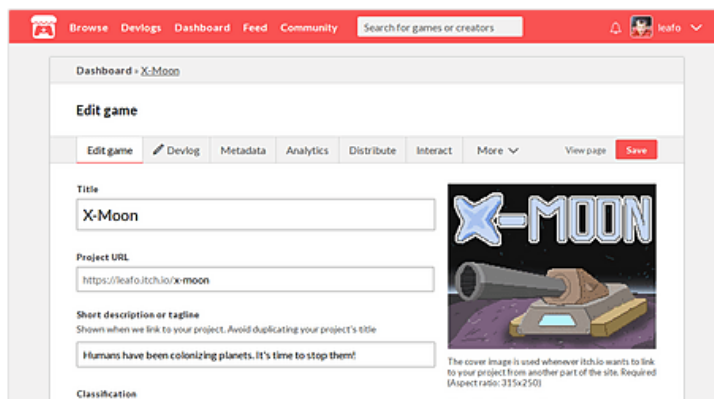


AGE	11 years old	6 years old	5 years old
PRICING	Per hour basis	Per minute basis	Per minute basis
COMPUTE	They offer EC2 (Elastic Compute Cloud) which handles all the computing administrations. It works by overseeing virtual machines which can either be designed by the proprietor or accompanies preconfigured settings for convenience	GCP offers GCE (Google Compute Engine) to do basically a similar thing.	Microsoft Azure gives Virtual Machines and Virtual Machine Scale Sets.
STORAGE	AWS gives transient (brief) stockpiling that is apportioned once an instance has begun and is demolished when the case is ended.	Google's Cloud Platform comparatively gives both brief stockpiling and constant circles. For Object stockpiling, GCP has Google Cloud Storage.	Azure uses transitory capacity (D drive) and Page Blobs (Microsoft's Block Storage choice) for VM-based volumes. Square Blobs and Files serve for Object Storage.

- Helped testing wireframe for frontend UI

Prabhleen Bagri

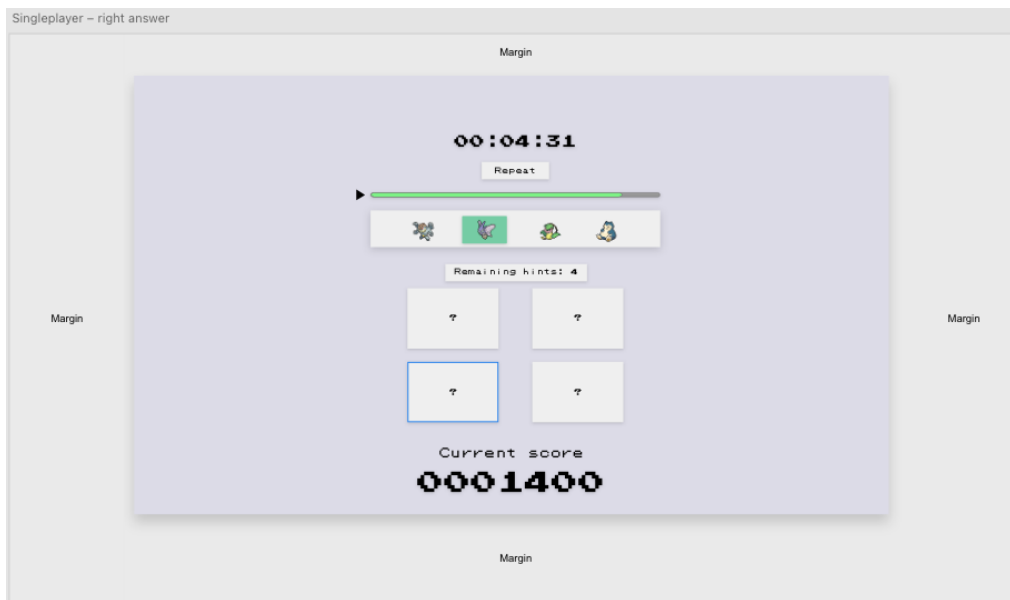
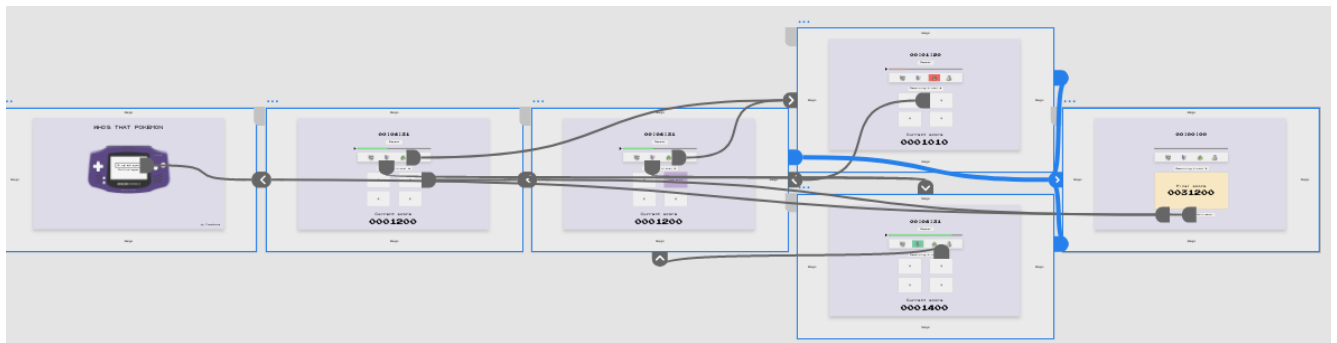
- Completed Tech Stack video tutorial
- Researched popular cloud services for deployment such as Itch.io and AWS as team approaches late development stage



- Assisted in resolving version control issues during early development

Ken Ho

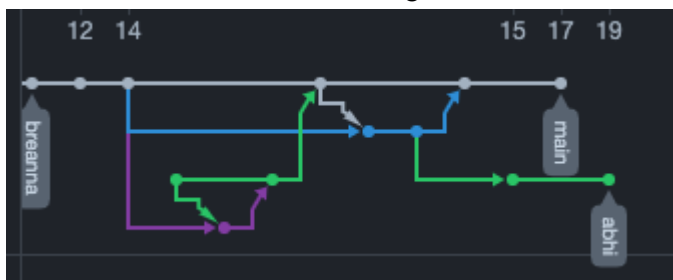
- Designed front end wireframe UI for team testing



- Onboard members to GitHub repository and version control basics
- Delegate tasks to each team member
- Resolved branching issues in version control

Team Accomplishment (current week)

- Resolved version control branching issue



- Completed wireframe testing for frontend UI
- Completed onboarding Tech stack video tutorial
- Started backend development for POST/GET requests

Blockers

- None as of now.

Weekly Group Meeting Summary

- Decided among members to set a weekly deadline for each milestone from Thursday to Thursday instead of Sunday to Sunday.
- Abhinav will be the new team lead
- Planning to incorporate suggestions from Professor and peers about presentation slides (use more visual than text)

End of Report
