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A.S.E

Second Iteration Demo

1. The date and time at which you already completed this demo, and briefly describe any challenges that arose during the demo.

We completed the second iteration demo on Tuesday December 4th.

2. The specific use cases that were demonstrated, highlighting any changes since the First Iteration Demo.

Since the first iteration demo, we were able to implement the following use cases:

- a) We were able to implement and show a successful messaging interface at the bottom of our game.
- b) We were able to have player locking per turn
- c) We are able to show player wins/loses, but do not update them yet

3. A brief discussion of your CI mechanisms, including which technology you used.

The continuous integration tools that we decided to use are Travis CI, Jest and Sinon.js. The unit tests in the project are written with Jest and Sinon.JS while Travis CI allows us to do the following in order: it installs, packages, runs static analysis, and runs unit tests. We wrote our own unit tests for each game logic and general app flow which are conducted before any commits take place.

4. A link to the github repository where your entire codebase resides. Tag the revisions that were shown in the demo.

<https://github.com/alekzieba/game-fame>