

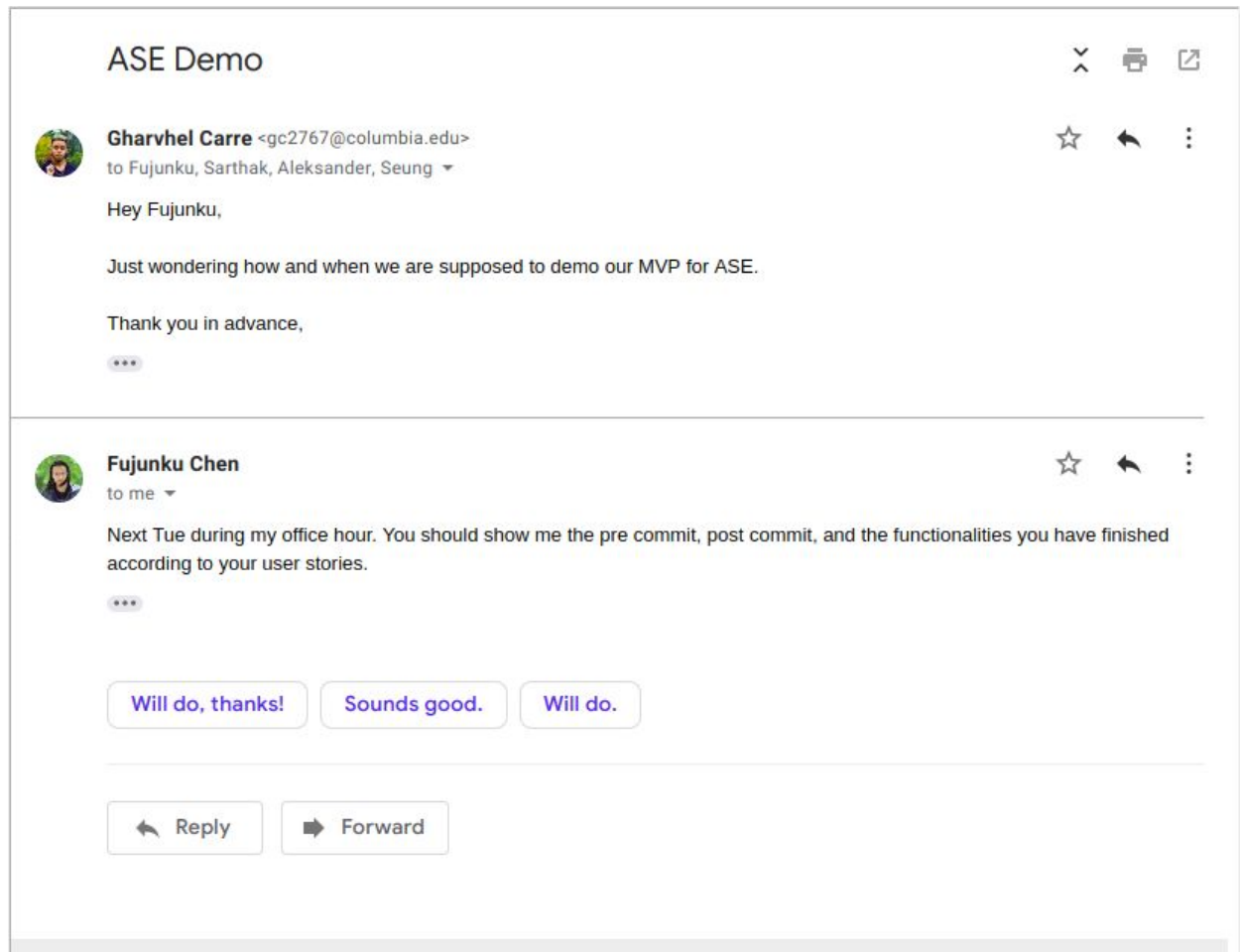
Game Fame: Gharvhel Carre (gc2767)
Sarthak Arora (sa3522)
Alek Zieba (arz2116)
Seung Bin Lee (sl3948)

A.S.E

First Iteration Demo

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

Our TA was out of state on Thursday, November 9th and we will Demo the project on Tuesday instead.



2. The specific user stories and conditions of satisfaction that were demonstrated, with an explanation of any changes since your revised proposal.

Out of all of the user stories that we proposed, we have successfully implemented the following 4 and did not make any changes since the revised proposal:

As a user, I want a simple UI so that I can play tic-tac-toe with my mom! My conditions of satisfaction are that there are no ads, we log in via email, and the app is hosted on a website

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First Iteration Demo

As a user, I want a menu of available games so that I can see all the games that I can play with my friends. My conditions of satisfaction are a grid or list of playable games.

As a user, I want descriptions of games so that I can understand games that I am not familiar with. My conditions of satisfaction are that every game must contain a description as well as instructions.

As a user, I want to be able to switch between games that I am playing so that I am not forced to play only one game at a time with just one friend. My conditions of satisfaction are I must have a list of active games so that I can easily switch between games.

We were unable to implement the following:

As a user, I want to have an in-game text chat so that I can talk to my friends during games without having to use an external messaging service. My conditions of satisfaction are that messages display in real-time, have timestamps, and are persistent

As a user, I want to log into the website so that my game history is saved. My conditions of satisfaction are being able to see my wins and losses for the games I have played.

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>