

Gamification project

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Chapter 1

Deployment

The project is split into three components. One server for tracking user accounts, one for the game back-end and one for the front-end. The front-end expects the routes of both back-end server to be on the same domain as the front-end. This can be adjusted, with a complimentary same-origin-policy, or all servers can be put on the same origin via a reverse proxy, we recommend this solution. The back end routes are documented in `backend/paths.txt`. The front-ends paths can be found in the `frontend-react/src/App.js`.

Chapter 2

Front-end structure

The front-end is programmed using the react framework. We created several components that manage the api calls for different parts of the application. They can be found in different routes, which are registered in App.js. Some design elements that apply globally are in index.css, while some more component specific design tags are set inside of the components.

The nav bar is found in App.js, the overview of a game is shown in Game.js. Playing a round is split up into two components. One component loads the list of questions (Round.js) while another is loading the questions and sending the answers (Question.js). When a question is answered the round is informed via a callback.

The start page (Startpage.js) presents the user a button to start matchmaking and a list of all ongoing games.

The score board (Scoreboard.js) shows a sorted view of all users, with buttons to challenge them to a match.

history.js displays all finished games.

