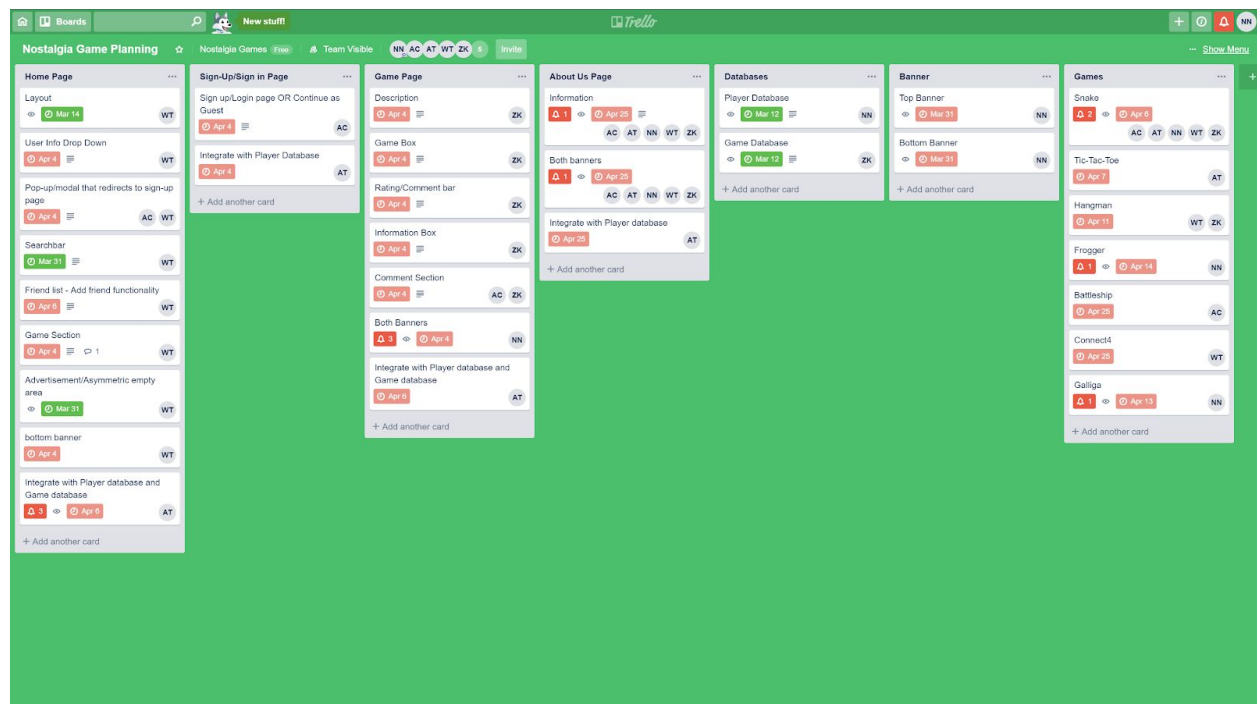Title: Nostalgia Games

Who: Neelotpal Katuri, Zaki Kidane, Weiyao Tang, Aashay Choksi, Alexander Thompson

Project Tracker: https://trello.com/b/FD1qAURW/nostalgia-game-planning

VCS:

Old: https://github.com/neel010427/Project-Code

New: https://github.com/alth4669/Nostalgia-Games

- We used Facebook Messenger to send small files to each other and sent it to Alex at the end to put everything together, therefore, Alex was the one who committed most of the changes to the Github Repo

Contributions: Since we shared most of our versions of the project on Messenger, Alex was the main one who added code to the repo, which contained edits that others had made.

- Neel: I worked on incorporating Frogger, Hangman, and Snake into the game page. I had to make sure the formatting and the javascript and css files didn't conflict and everything worked as expected. I also had to make sure the website would use the arrow keys to control the game and not the webpage itself. I also made the bottom banner with the links to the about us and contact us pages. I also designed the logo for our app.
- Zaki: Worked on styling the game-page excluding the game-logo, bottom and incorporating of the actual games, which Neel worked on. I also worked on creating and integrating the game database with the dynamically displayed information for each game-page.
- Weiyao: I designed the home page and sign in/sign up page. I also worked on the integration part for the sign up page and home page. For the sign in/sign up page, I implement the integration for the sign in to make sure that user sign in with correct username and password, or there will be an error message showing up. For the sign up part, I implement the integration part to make sure the new user does not use the email

that has already existed in the database. Also I implement the javascript function to make sure that in the sign up part, the new email address must be in the correct format, and the password must satisfy some specific requirements. And for the home page, I implement the add friends function and also need to make sure that the friend is a valid user in the database.

- Aashay: Made the About us/Contact webpage with colour schemes, and different fonts. Worked on a version of the sign-up/login page. Got the first html version of frogger game, also helped locate a missing file to run the game smoothly.
- Alex: I was primarily responsible for deployment to the 3rd party platform Heroku for running the app as well as establishing dynamic session information on MongoDB. I coded the initial design for our NodeJS server which all subsequent server requests were added to. And since I was the one responsible for deployment, I also took the lead on adjusting everyone's code and stitching it together in such a manner that it was compatible with our Heroku server and all pages in our app linked to one another properly.

Note on Contributions and Commits on Project:
Although previous comments have alluded to this, it is probably best to fully elaborate on our contributions to the project over the semester. We initially attempted to have our commits tracked on our initial Github repository. However, we ran into problems with this process and ended up making a mess of this repo. As a result, we decided it would be best if everyone put their contributions into Facebook Messenger chat. A team member would write a piece of code, place it into the chat, and then we would incorporate the code into our project. Facebook does not allow us to copy transcripts of our chat so we cannot provide screenshots of our commits. Furthermore, we thought it would be best if we only uploaded to Github again once our project was fully complete and functional. As such, our VCS repo does not have a detailed commit history for the course of the semester and only shows the recent commits of the final upload.

Deployment: https://nostalgia-games.herokuapp.com/
- App was deployed to 3rd party Heroku platform. No special instructions necessary to access the app. You simply need to navigate to link shown above.