

# Milestone 5

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This week we finished building the game and almost finished with the database, it should be done by this week. We are still not sure about if we are using the phaser or building the game from scratch. So in this case we build two versions just in case that we faced a problem with phaser we will still have the base version of the game. In this game we focused on creating the database and coding the game.

I was thinking of how to make equal work between the team mates. So I decided to handle the bank end of the project and front end will handle by my partner. It might seem an equal but I calculate the amount of the work we put on for each part and I found the front and back ends are equal in the amount of work. For example; in past weeks front end takes most of the concerns so my partner put around 25 hours worth of work, while; i'm put the same amount of work on the back and making the other version of the game.. So next week I will handle more of work and my partner will do less based on my calculation of the amount of work to be equaled. The week after that he will handle more work than me. The reason I chose this strategy is to put one of us rest and yet well know what's going on in the project so a new idea will pop out for the project itself.

Week	Applying	Est Time
Week 7	<ul style="list-style-type: none"><li>• Presentation</li><li>• Documents change and agreements</li></ul>	presentation: 10 mins Doc: 10 hrs
Week 8	<ul style="list-style-type: none"><li>• Building Database</li><li>• Building Skeleton</li></ul>	Database : 5 hrs Webpages: 5 hrs
Week 9	<ul style="list-style-type: none"><li>• Building the game</li></ul>	game: 20 hrs
Week 10	<ul style="list-style-type: none"><li>• Continue on building the game</li></ul>	game: 20 hrs
Week 11	<ul style="list-style-type: none"><li>• Connect to the server</li><li>• Procedures</li></ul>	server: 10 hrs procedures: 7 hrs
Week 12	<ul style="list-style-type: none"><li>• Testing</li></ul>	testing: 5 hrs

	<ul style="list-style-type: none"> <li>Fixing</li> </ul>	fixing: 3-20 hrs
Week 13	<ul style="list-style-type: none"> <li>Make it pretty</li> <li>Security</li> </ul>	design: 20 hrs security: 5 hrs
Week 14	<ul style="list-style-type: none"> <li>Feedbacks</li> <li>changes</li> </ul>	Feedback: 20 hrs changes: 5-20 hrs
Week 15	<ul style="list-style-type: none"> <li>Presentation</li> </ul>	
Week 16	<ul style="list-style-type: none"> <li>Final week ( The Stress Awakens )</li> </ul>	

We are currently half week behind the timeline for the following reasons:

- Building two versions of the games ( phaser and one from scratch )
- Making sure that the game works in every machian. ( one the game work only in 4k)
- We are trying to figure out any future problems to not get mistaken in the base of our project.
- We both have family and own problem and that affect our progress of the development, I know this is not a real reason, but the amount of hours we put for each work seem little due to this specific problem.
- We have a lot of ideas to put on the project but due to the time we have for this project we must minimise them to fit the project. Choosing the best from them might affect the progress of the project.

Our project doesn't contain a lot of webpages. And focus more on the main one which has the game. Page load time is a web performance metrics that show the time needed for a page to show on the user screen. For now our we are trying to make the project functional. But later we will make the game contains a lot of pictures and full with designs that might affect the speed of loading of the page. Of course we are going to make our code shorter and much simpler to understand and to make the page loader faster we are going to use a CDN for any use we might need in the future of any necessary library. That been said. We will use a perfect size of images and designs, enough to show the high resolution but not that big in size. One thing I was thinking about is minimize the number of JS and CSS files yet contain all the necessary function needed to complete the project. We will avoid to redirect to a different page (i.e. changing password, username, ...etc) will be in a form in the same page to avoid

reloading the page, that will reduce the time and keep the user away from any frustrations.

We are going to use any helpful tool to watch our project performance to indicate and matter happen behind the scene such as viewstate in VS2017. When it comes to user inputs we will make sure to validate using JS for easier use and less time (instead of reloading the page and show an error, it will show instantly. ) One feature we are going to use in this project is auto saving. We will avoid a short time saving period because we don't want to put pressure on the server (i.e. many users use the autosave at the same time. )

In the future we will try to record all the action from the users (i.e. an click it made, time spent, total gold gained.) for analysis and improvement of the game. It can be a new system for rewarding, or a new technique for us the developer to improve and balance the game.