Sprint 1 Summary

- Project: N Men's Morris
- Members: Elias Garcia, Samuel Lim, Michael Cu
- Team Name: MISAEL

Mission Statement

To play Nine Men's Morris on the web browser using a composable web technology stack that allows for future modularity while not foregoing performance.

Pitch and Business value

We are creating Nine Men's Morris on a board game framework using Express.js and Neon for Rust. This allows for a data and type safe application that is capable of composability, scalability, extensibility, and performance.

Tech Stack

- Vanilla JS, TypeScript, EJS Templates
  - Served statically using Express.js
  - Interfaces to back-end
- Rust and Neon
  - Statically compiled and type safe back-end
  - Neon library allows safe and efficient FFI with JS

Workflow (Rust)

- Enumeration on Coordinates
- Position Class
- Player Type
- Game State Class
  - Board Storage

Workflow (JS)

- Mirrored Rust datatypes in TypeScript for mocking and testing front-end
- Added Window class (with logic restrictions)
  - Interfaces with GUI

Workflow (Agile/Scrum)

- Meetings
  - outlined issues
  - teased out requirements
  - User stories, AC
- GitHub
  - Translated meeting details to issues and projects

Workflow (GUI)

- Deploy on Browser with CSS Grid

Testing

- Tested interactive elements
- Implementation of board placement
  - Partial Board
  - Full Board

Experience/Lessons Learned

- Meet more regularly.
  - Met 7 times before submission.
  - Still felt like there were issues, topics we could have better addressed.
- Using GitHub PRs, Issues
- Testing mockups and GUI
  - Testing isn't as intuitive when main driver not implemented yet.