VIP: Future of Esports

Team 1: Fan Experience

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Team Members

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Date: 1/16/24

Class (Mansi, ==myself==)

       Today, we went over the syllabus of what we need to prep for and expect for the rest of the semester. Here are the main points:

- Team contract due date not decided but coming up
- Don't message about grades over Discord, email David and cc the head professor, Terry
- Rather than mostly doing esports lectures, we're going to use class time to meet with our teams
- We need to schedule a team meeting **this week** to have a debrief of what the plans are for the semester

       There are also a lot of things we're going to have to focus on this semester. First, our main goal will to connect the keychains to Unity and Unity to the database. Second, since Brawlhalla connections are not going so well, we might want to look into finding another contact. Finally, we need to figure out a new meeting time. I personally don't think Friday will work well for me this semester, so I'd prefer to figure out a new time.

TO-DO

- ❑ ==Decide new meeting time==
- ❑ ==Finalize team contract==
- ❑ ==Have meeting this week to discuss semester plans with David==

Date: 1/22/24

Group Meeting (Sophia, Ethan, Triem, Mansi, ==myself==)

       Mansi is now the new co-leader of the team, which means she will be the team lead next semester. Sophia, Ethan, and Triem are all graduating from the VIP this semester, and since there was no new member recruitment this semester, it's just Mansi and I for next semester. We've also decided to completely give up on contacting Brawlhalla since they ghosted us for an entire semester. ==I will now be helping Sophia with the backend for the project and Unity.== If any animations are required, I'll shift back to the 1-person team of animation. Since the Canvas page is not currently active, we couldn't really work on any upcoming assignments.

       MongoDB is something I've never used before, so Sophia gave me some information on how to use it. Some of these things are on my to-do list below. I'm going to be confused for a while, so I hope I don't bother Sophia about it. Here are some notes:

- Test with Online API Testing Tool
  - Make sure the server is running to test it
  - Do something with the date??

TO-DO

- [ ] Install MongoDB Compass
- [ ] Follow MongoDB documentation

Date: 1/28/24

Meeting with Sophia

I met with Sophia today asked her to help me set up everything with MongoDB. She tried to explain everything to me at our last meeting; however, there was so much that I failed to keep up. I set up MongoCompass, cloned the GitHub repo, and received a thorough explanation on how the backend setup works. Right now, the main goal is to connect everything together in the backend, such as connecting Unity to the backend and test it. From the explanation, everything seems to make sense now. I'll have to experiment with the code more before I feel I could give a proper entry in this notebook on how it works, so be prepared to see that soon.

Date: 1/29/24

Team Meeting (Ethan Zhao, Sophia Lin, Mansi Gupta, myself)

We started updating the Gantt chart for this semester to match our current level of development. Since animation is not a main part of our mission this semester, we removed the section entirely. We're unsure when the Gantt chart needs to be completed because the Canvas page has not been initialized.

TO-DO

- [ ] Update Gantt chart with my part

Date: 2/12/24

Team Meeting (Ethan Zhao, Sophia Lin, Triem, Mansi, myself)

We finalized the Gantt chart and turned that in. Triem and Mansi were on call together because they were meeting to discuss the RFID keychains. I'm trying to implement endpoints for the backend, but I am still confused on whether what I'm coding is right. The prototype stickers got messed up, so prototyping has been delayed by a bit.

TO-DO

- [ ] Fight for my life to complete an endpoint in the backend

Date: 2/13/24

Class Meeting (Sophia Lin, Mansi, myself)

We presented our Gantt charts in class and then had the rest of class time to meet with our groups and coordinate things. ==I asked Sophia to clarify a few things and to point me in the direction of some documentation I can easily reference for future coding.== We figured it out and got our first endpoint working, hasUser/{id}. As a result of what I learned from Sophia, I added some more specific info to our Backend Info doc in the Teams. It's a part of our Gantt chart to create a couple more animations to help with programming, so I'll start working on that soon with a different character. I'm thinking the Brawlhalla character Lord Vraxx. Even though we're unsure of our Brawlhalla connections, we're still moving forward using their IP, hoping to pitch it to them or another company once complete.

TO-DO

- ❑ Make another endpoint
- ❑ Practice drawing Lord Vraxx

Date: 2/19/24

==Working on Brawlhalla Endpoints==

Today, I worked a bit more to figure out how on Earth getUser() was supposed to work. I discovered the solution was very simple and was thinking about it too hard. You use the findById() method to retrieve the Optional object of what you're looking for, but then, you must call get() on that Optional to get the actual value inside of it. This may have been obvious to someone else, but since I had never even heard of an Optional before this moment, it took me a second to figure out what I was working with. Anyways, I managed to add two more endpoints: getUser and getEvent. I also added a bonus endpoint of getUsername() because I needed to do additional testing to make sure everything was being retrieved correctly. That's when I discovered an odd bug(?) with reqbin.com. When calling getUser or getEvent, it retrieves the proper Object, but it appears empty. However, if you call getUsername and *then* getUser, it will retrieve the User and show the username but no other data. Good to keep in mind for future testing.

Weekly Meeting (Ethan, Mansi, Triem, Sophia, ==myself==)

The prototypes officially work! The prototyping team just needs to do some majpaj stuff, and they'll be good. ==I told them I added more endpoints and explained the weird bug I was getting==. Sophia mentioned something about using Python to write a script for HTTP, so we'll see what that is.

Date: 2/21/24

==Practicing Drawing Lord Vraxx==

I dissected Lord Vraxx's design in order to start creating some extra animations in the future for testing purposes. He has a fairly basic design with some complex shapes but nothing too bad. Should hopefully get an extra animation done pretty quickly.

Date: 2/22/24

I created a rough animation of Lord Vraxx for testing! Due to time constraints and the need for multiple animations, I've decided to create multiple roughs and to go back and add extra details if there is time. The first rough animation is done though!

Date: 3/4/24

Gnash Animation

I created a rough animation of Gnash for testing now. This rough was done very quickly, but it still gets the point across and captures the character in an interesting way. He has a big, skinned tiger pelt as a hat and runs around with a spear. Very cool design!

Team Meeting (Sophia, Triem, Mansi, Ethan, myself)

We worked on the Gantt chart reflection and presentation for tomorrow. We realized quickly that we are on-schedule other than a couple small things, which is great! I showed them my animations, and they were very excited about it. Most people should be present for the presentation, and we'll be good to go. Sophia has told me I'm free to work on either programming or another. Notes.

Date: 3/5/24

Class Presentation (Sophia, Ethan, Mansi, myself)

Today in class, we had presentations updating the rest of the teams about our progress halfway through the semester. We showed that we had made a lot of progress (as discussed in last night's meeting), and David was very happy to hear that all the groups seemed to be on time.

Date: 3/31/24

Working on Database

I wish I could say I fully understand how this system works, but I'm still quite confused. There has been a bug that is popping up in my code, but now that I'm testing it again, it is creating a *different* result from the bug, which doesn't make much sense. Sophia asked me to "turn the object into a JSON string" so we can see where the data is lost; however, I have been trying to accomplish this to no avail. I am not as familiar with JSON, and when I researched it, I found a method that should work: stringify(). The issue is that I can't figure out what I should be using stringify() on or *how*. I'll have to ask Sophia for more details. Either way, I made sure to add DS_Store to my gitignore file, and I added some try/catch statements to more properly identify errors. Hopefully, this helps out.

TO-DO

❑ Complete the feedback tasks Sophia has given me on my code
   o Add more try/catch blocks
   o Debug more with print statements
   o Figure out the main bug

Date: 4/3/24

I was having issues logging onto the server because it said Port 8080 was in use. I thought this meant someone else was using it, but it was because *I* was technically still using it. I must have accidentally closed out of the terminal before disconnecting from the server. It luckily disconnected itself once I closed my code page and reopened it, but I'm not sure how you'd fix it otherwise.

Anyways, I managed to transform the User object into a JSON string for getUser(), and it proceeded to give me the same result as before but in JSON string form. I'm not exactly sure what that revealed to us yet, but I'm going to let Sophia know what's going on. Hopefully, we can figure out the situation with this bug soon.

Oh, and here's how you convert the objects to JSON strings. The JSON package we're using in the backend is Jackson API, and there is a method called stringify() for JSON objects. You'll need to create an ObjectMapper first though. For more information, just Google "JSON stringify()" and you'll get all the info on how to use it because I don't want type the whole thing out. Hope this helps someone in the future.

Date: 4/16/24

Class Meeting

Today in class is just a work period to complete presentations and final projects. We're planning a VIP lunch next Wednesday during reading day. I used the final presentation and final report from last semester to create a template for us to use for this semester. The report will most likely take the longest, but it should be pretty simple nevertheless.

TO-DO

- ❏   ==Complete Final Presentation sections==
- ❏   ==Complete Final Report sections==

Date: 4/22/24

Reflection Letter

Well unfortunately, we learned that the VIP is cancelled and won't be continuing next semester. It's very sad, but I'd like to leave this on a high note since I did learn a good bit this semester. I learned a lot more about backend with databases, which is something I didn't know before. I also have learned more animation stuff this semester than I have in all past semesters, and it started because I was making extra animations for this project. Overall, I'm very happy that I was a part of this project. I'm not sure what will

happen to all the projects that came out of this, but I certainly appreciate meeting all the people I have spent time with during this time. If somewhere in the distant future there is another teammate reading this, I'd simply suggest learning as much as you possibly can from the incredible people you currently surround yourself with!

Thank you,

Betsy Tuggle