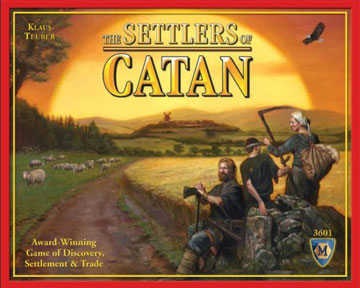
**Catan Randomizer: Project Report**





**Group 8**

**Members:** Binet Lee, Steven Borik, Stephen Strack, Caroline Personius, Adam Samadzada, Matthew Wallace, Rudy Zolezzi

**Submitted by:** Binet Lee

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**Introduction:**

Our app is the Settler of Catan Randomizer. It is our goal as a group to create an application that is easy to use, convenient, and useful on a regular basis without posing much risk. We want to be able to say that the application has practical use outside of the classroom, and would be something that we would want to use even in our own homes. We see the randomizer as being fair and balanced, while still being executable in the scope of time that we have to develop the application.

**Application code:**

**Attached as mwa8.rar.**

**Requires css and images folder.**

**Main.php**

**<!DOCTYPE html>**

**<head>**

**<title>Catan Randomizer</title>**

**<link rel="stylesheet" href="css/stylesheet.css" type="text/css">**

**<script src="jquery.min.js" type="text/javascript"></script>**

**<script type="text/javascript" language="javascript">**

**$(document).ready(function() {**

**init();**

**});**

**</script>**

**<script src="catan.js" type="text/javascript"></script>**

**</head>**

**<body>**

**<div id="content-wrapper">**

**<div id="content-left">**

**<h1 id="title">Group 8 Catan Randomizer</h1>**

**<input type="button" onclick="createMap()" value="Shuffle Land!"/>**

**<input type="button" onclick="shuffleBasic()" value="Shuffle Probabilities!"/>**

**<input type="button" onclick="makeMemory()" value="Memorize Current Map"/>**

**<input type="button" onclick="displayMemory()" value="Display Memorized Map"/>**

**<div style="text-align: center;">**

**<h7><b>Back to <a href="assignment\_5\_list\_features.php"> feature list</a>.</h7>**

**</b></div>**

**<div id="content-left">**

**<h2 id="title">Map Legend</h2>**

**<ul class="legend">**

**<li><span class="clay"></span> <b>Clay</b></li>**

**<li><span class="grain"></span> <b>Grain</b></li>**

**<li><span class="wood"></span> <b>Wood</b></li>**

**<li><span class="ore"></span> <b>Ore</b></li>**

**<li><span class="wool"></span> <b>Wool</b></li>**

**<li><span class="desert"></span> <b>Desert</b></li>**

**</ul>**

**</div>**

**</div>**

**<div id="content-right">**

**<div id="map-container">**

**</div>**

**</div>**

**</div>**

**</body>**

**</html>**

**Catan.js**

**var numTiles;**

**var tileCoordArray;**

**var tileNumbers = [];**

**var tileTypes = [];**

**var newCoords;**

**var numDeserts;**

**var desCoord;**

**var mapCanvas;**

**var drawingContext;**

**var canvasCenterX;**

**var canvasCenterY;**

**var mapStyle = "retro";**

**var size = null;**

**var defaultFillStyle = "#ffffff";**

**var strokeStyle = "#000000";**

**var lineWidth = 3;**

**var resourceTypeToImageCanvas = {**

**"ore": null,**

**"clay": null,**

**"wool": null,**

**"wood": null,**

**"grain": null,**

**"desert": null**

**};**

**var dx = size \* (1 + Math.cos(Math.PI/3)) / 2;**

**var dy = size \* Math.sin(Math.PI/3);**

**var catanMap = new catanBase();**

**var copyMap = new catanBase();**

**var memoryMap = new catanBase();**

**var normalMap = new MapDefinition();**

**normalMap.resourceDict = {//Dictionary for all the resources**

**"desert": 1,**

**"wood": 4,**

**"clay": 3,**

**"wool": 4,**

**"grain": 4,**

**"ore": 3**

**};**

**normalMap.numberDict = { // Dictionary for all the different number values**

**2: 1,**

**3: 2,**

**4: 2,**

**5: 2,**

**6: 2,**

**8: 2,**

**9: 2,**

**10: 2,**

**11: 2,**

**12: 1**

**};**

**normalMap.coordinatesArray = [//Coordinate mapping system**

**[-4,2],[-4,0],[-4,-2],[4,2],[4,0],[4,-2],[2,3],[2,1],[2,-1],[2,-3],[-2,3],[-2,1],[-2,-1],[-2,-3],[0,4],[0,2],[0,0],[0,-2],[0,-4]**

**];**

**window.onresize = function(event) {//Resize in case map has to go smaller**

**sizeCanvas();**

**catanMap.resize();**

**catanMap.draw();**

**}**

**function init() {**

**loadImages(function() {})**

**addCanvas();**

**}**

**function preloadImages(arr, callback){**

**//http://www.javascriptkit.com/javatutors/preloadimagesplus.shtml**

**var newimages=[], loadedimages=0;**

**var postaction=function(){};**

**var arr=(typeof arr!="object")? [arr] : arr;**

**function imageloadpost(){**

**loadedimages++;**

**if (loadedimages==arr.length){**

**callback(newimages); //call postaction and pass in newimages array as parameter**

**}**

**}**

**for (var i=0; i<arr.length; i++){**

**newimages[i]=new Image();**

**newimages[i].src=arr[i];**

**newimages[i].onload=function(){**

**imageloadpost();**

**}**

**newimages[i].onerror=function(){**

**imageloadpost();**

**}**

**}**

**}**

**function loadImages(callback) {**

**var rTypes = [];**

**var imgPaths = [];**

**for (var key in resourceTypeToImageCanvas) {**

**rTypes.push(key);**

**imgPaths.push("images/"+key+".png");**

**}**

**preloadImages(imgPaths, function(images) {**

**for (var i = 0; i < imgPaths.length; i += 1) {**

**//resourceTypeToImage[ rTypes[i] ] = images[i];**

**var img = images[i];**

**var imgCanvas = document.createElement("canvas");**

**var imgContext = imgCanvas.getContext("2d");**

**imgCanvas.width = img.width;**

**imgCanvas.height = img.height;**

**imgContext.drawImage(img, 0, 0);**

**resourceTypeToImageCanvas[ rTypes[i] ] = imgCanvas;**

**}**

**callback();**

**});**

**}**

**//Main functions used**

**function createMap() {//Map Creation**

**var mapDef = normalMap;**

**catanMap.defineMap(mapDef);**

**catanMap.shuffleposs();**

**catanMap.resize();**

**catanMap.draw();**

**}**

**function makeCopy(){//Copier**

**copyMap.hexTiles = catanMap.hexTiles;**

**copyMap.coordToTile = catanMap.coordToTile;**

**copyMap.hexTiles = catanMap.hexTiles;**

**copyMap.desCoord = catanMap.desCoord;**

**}**

**function makeMemory(){//Memorize, demonstrates how you could expand the concepts by making the copy**

**memoryMap.hexTiles = catanMap.hexTiles;**

**memoryMap.coordToTile = catanMap.coordToTile;**

**memoryMap.hexTiles = catanMap.hexTiles;**

**memoryMap.desCoord = catanMap.desCoord;**

**}**

**function shuffleBasic(){//Shuffling**

**makeCopy();**

**var mapDef = normalMap;**

**catanMap.defineMap(mapDef);**

**catanMap.shuffleonly();**

**catanMap.resize();**

**catanMap.draw();**

**}**

**function displayMemory(){//Display Copy**

**catanMap.hexTiles = memoryMap.hexTiles;**

**catanMap.coordToTile = memoryMap.coordToTile;**

**catanMap.hexTiles = memoryMap.hexTiles;**

**catanMap.desCoord = memoryMap.desCoord;**

**catanMap.resize();**

**catanMap.draw();**

**}**

**catanBase.prototype.shuffleposs = function() {**

**var pass;**

**do {**

**this.hexTiles = [];**

**pass = true;**

**numTiles = this.mapDefinition.coordinatesArray.length;**

**tileCoordArray = this.mapDefinition.coordinatesArray.copy();**

**tileNumbers = [];**

**for (var key in this.mapDefinition.numberDict) {**

**for (var i = 0; i < this.mapDefinition.numberDict[key]; i += 1) {**

**tileNumbers.push(parseInt(key));**

**}**

**}**

**tileTypes = [];**

**for (var key in this.mapDefinition.resourceDict) {**

**if (key != "desert") {**

**for (var i = 0; i < this.mapDefinition.resourceDict[key]; i += 1) {**

**tileTypes.push(key);**

**}**

**}**

**}**

**newCoords = null;**

**numDeserts = this.mapDefinition.resourceDict["desert"];**

**//Desert**

**for (var i = 0; i < numDeserts; i += 1) {**

**var desertHexTile = new HexTile();**

**desCoord = tileCoordArray.random(true);**

**desertHexTile.setCoordinate.apply(**

**desertHexTile,**

**desCoord**

**);**

**desertHexTile.setResourceType("desert");**

**this.desCoord = desCoord;**

**this.hexTiles.push(desertHexTile);**

**this.coordToTile[desCoord.toString()] = desertHexTile;**

**}**

**// Handle all other tiles**

**for (var i = 0; i < (numTiles - numDeserts); i += 1) {**

**var newHexagon = new HexTile();**

**newHexagon.setResourceType(tileTypes.random(true));**

**newCoords = tileCoordArray[i];**

**newHexagon.setCoordinate.apply(**

**newHexagon,**

**newCoords**

**);**

**var invalid = true;**

**var tmpNums = [];**

**do {**

**invalid = false;**

**newNum = tileNumbers.random(true);**

**newHexagon.setNumber(newNum);**

**if (newHexagon.isHighlyProductive()) {**

**invalid = this.hasHighlyProductiveNeighbors(newHexagon);**

**if (invalid) {**

**tmpNums.push(newNum);**

**}**

**}**

**} while (invalid);**

**tileNumbers = tileNumbers.concat(tmpNums);**

**this.hexTiles.push(newHexagon);**

**this.coordToTile[newCoords.toString()] = newHexagon;**

**} // end for loop**

**for (var i = 0; i < this.hexTiles.length; i += 1) {**

**if((this.hexTiles[i].number == null || this.hexTiles[i].number == undefined) && this.hexTiles[i].resourceType != "desert"){**

**//alert(this.hexTiles[i].number);**

**pass = false;**

**}**

**}**

**}while (pass == false);**

**}**

**//Shuffle Probability only**

**catanBase.prototype.shuffleonly = function() {**

**var pass;**

**do {**

**this.hexTiles = [];**

**pass = true;**

**numTiles = this.mapDefinition.coordinatesArray.length;**

**tileCoordArray = this.mapDefinition.coordinatesArray.copy();**

**tileNumbers = [];**

**for (var key in this.mapDefinition.numberDict) {**

**for (var i = 0; i < this.mapDefinition.numberDict[key]; i += 1) {**

**tileNumbers.push(parseInt(key));**

**}**

**}**

**tileTypes = [];**

**for (var key in this.mapDefinition.resourceDict) {**

**if (key != "desert") {**

**for (var i = 0; i < this.mapDefinition.resourceDict[key]; i += 1) {**

**tileTypes.push(key);**

**}**

**}**

**}**

**newCoords = null;**

**numDeserts = this.mapDefinition.resourceDict["desert"];**

**//Desert**

**for (var i = 0; i < numDeserts; i += 1) {**

**var desertHexTile = new HexTile();**

**desCoord = copyMap.desCoord;**

**desertHexTile.setCoordinate.apply(**

**desertHexTile,**

**desCoord**

**);**

**var index = tileCoordArray.indexOf(desCoord);**

**tileCoordArray.splice(index,1);**

**desertHexTile.setResourceType("desert");**

**this.desCoord = desCoord;**

**this.hexTiles.push(desertHexTile);**

**this.coordToTile[desCoord.toString()] = desertHexTile;**

**}**

**// Handle all other tiles**

**for (var i = 0; i < (numTiles - numDeserts); i += 1) {**

**var newHexagon = new HexTile();**

**newHexagon.setResourceType(copyMap.hexTiles[i+1].resourceType);**

**newCoords = tileCoordArray[i];**

**newHexagon.setCoordinate.apply(**

**newHexagon,**

**newCoords**

**);**

**var invalid = true;**

**var tmpNums = [];**

**do {**

**invalid = false;**

**newNum = tileNumbers.random(true);**

**newHexagon.setNumber(newNum);**

**if (newHexagon.isHighlyProductive()) {**

**invalid = this.hasHighlyProductiveNeighbors(newHexagon);**

**if (invalid) {**

**tmpNums.push(newNum);**

**}**

**}**

**} while (invalid);**

**tileNumbers = tileNumbers.concat(tmpNums);**

**this.hexTiles.push(newHexagon);**

**this.coordToTile[newCoords.toString()] = newHexagon;**

**} // end for loop**

**for (var i = 0; i < this.hexTiles.length; i += 1) {**

**if((this.hexTiles[i].number == null || this.hexTiles[i].number == undefined) && this.hexTiles[i].resourceType != "desert"){**

**//alert(this.hexTiles[i].number);**

**pass = false;**

**}**

**}**

**}while (pass == false);**

**}**

**function MapDefinition() {**

**this.resourceDict = null;**

**this.numberDict = null;**

**this.coordinatesArray = null;**

**}**

**MapDefinition.prototype.sumDictVals = function(dict) {**

**var sum = 0;**

**for (var key in dict) {**

**sum += dict[key];**

**}**

**return sum;**

**}**

**function catanBase() {**

**this.mapDefinition = null;**

**this.hexTiles = null;**

**this.coordToTile = {};**

**this.desCoord = null;**

**this.coordSpan = [0,0];**

**}**

**catanBase.prototype.defineMap = function(mapDefinition) {**

**this.mapDefinition = mapDefinition;**

**var coordRangeX = [0,0];**

**var coordRangeY = [0,0];**

**for (var i = 0; i < mapDefinition.coordinatesArray.length; i += 1) {**

**var coord = mapDefinition.coordinatesArray[i];**

**coordRangeX = [**

**Math.min(coordRangeX[0], coord[0]),**

**Math.max(coordRangeX[1], coord[0])**

**];**

**coordRangeY = [**

**Math.min(coordRangeY[0], coord[1]),**

**Math.max(coordRangeY[1], coord[1])**

**];**

**}**

**this.coordSpan = [**

**coordRangeX[1] - coordRangeX[0],**

**coordRangeY[1] - coordRangeY[0]**

**];**

**}**

**catanBase.prototype.draw = function() {**

**if (this.hexTiles) {**

**drawingContext.clear();**

**for (var i = 0; i < this.hexTiles.length; i += 1) {**

**this.hexTiles[i].draw();**

**}**

**}**

**}**

**catanBase.prototype.resize = function() {**

**var width = (mapCanvas.width-10) /**

**( (this.coordSpan[0] \* (1 + Math.cos(Math.PI/3)) / 2) + 2 );**

**var height = (mapCanvas.height-10) /**

**( (this.coordSpan[1] + 2) \* Math.sin(Math.PI/3) );**

**size = Math.floor(Math.min(width, height));**

**dx = size \* (1 + Math.cos(Math.PI/3)) / 2;**

**dy = size \* Math.sin(Math.PI/3);**

**}**

**catanBase.prototype.getNearest = function(tile) {**

**var tileX = tile.gridX;**

**var tileY = tile.gridY;**

**var adjTiles = [];**

**//The shifting system, checks the nearest tiles**

**xshift = [2, 2, 0, 0, -2, -2];**

**yshift = [1, -1, 2, -2, 1, -1];**

**for (var i = 0; i < 6; i += 1) {**

**var adjTile = this.coordToTile[**

**[tileX + xshift[i], tileY + yshift[i]].toString()**

**];**

**// Will be null if no hex tile found at that coordinate**

**if (adjTile) {**

**adjTiles.push(adjTile);**

**}**

**}**

**return adjTiles;**

**}**

**catanBase.prototype.hasHighlyProductiveNeighbors = function(tile) {**

**var adjacentTiles = this.getNearest(tile);**

**for (var i = 0; i < adjacentTiles.length; i += 1) {**

**if ( adjacentTiles[i].isHighlyProductive() ) {**

**return true;**

**}**

**}**

**return false;**

**}**

**function HexTile() {**

**this.gridX;**

**this.gridY;**

**this.xCenter;**

**this.yCenter;**

**this.resourceType = "none";**

**this.fillStyle = defaultFillStyle;**

**this.number;**

**}**

**HexTile.prototype.strokeStyle = strokeStyle;**

**HexTile.prototype.lineWidth = lineWidth;**

**HexTile.prototype.hexColorMap = resourceTypeToImageCanvas;**

**HexTile.prototype.size = size;**

**HexTile.prototype.setResourceType = function(resourceType) {**

**this.resourceType = resourceType;**

**this.fillStyle = this.hexColorMap[resourceType];**

**}**

**HexTile.prototype.isHighlyProductive = function() {**

**return ( (this.number == 6) || (this.number == 8) );**

**}**

**HexTile.prototype.setNumber = function(number) {**

**this.number = number;**

**}**

**HexTile.prototype.setCoordinate = function(x,y) {**

**this.gridX = x;**

**this.gridY = y;**

**}**

**HexTile.prototype.draw = function() {**

**this.xCenter = canvasCenterX + dx\*this.gridX;**

**this.yCenter = canvasCenterY + dy\*this.gridY;**

**this.drawBase();**

**if (this.number) {**

**this.drawNumber();**

**}**

**}**

**HexTile.prototype.drawBase = function() {**

**if (mapStyle == "retro") {**

**drawingContext.lineWidth = 11;**

**drawingContext.fillStyle = "rgba(255,255,255,0)";**

**drawingContext.strokeStyle = "#C54392";**

**} else {**

**drawingContext.lineWidth = this.lineWidth;**

**drawingContext.fillStyle = this.fillStyle;**

**drawingContext.strokeStyle = this.strokeStyle;**

**}**

**var angleOffset = Math.PI / 6;**

**//Start at top of hexagon**

**drawingContext.beginPath();**

**drawingContext.moveTo (**

**this.xCenter + size \* Math.sin(angleOffset),**

**this.yCenter - size \* Math.cos(angleOffset)**

**);**

**//Move clockwise**

**var newAngle;**

**for (var i = 1; i <= 6; i += 1) {**

**newAngle = i \* Math.PI / 3;**

**drawingContext.lineTo (**

**this.xCenter + size \* Math.sin(newAngle + angleOffset),**

**this.yCenter - size \* Math.cos(newAngle + angleOffset)**

**);**

**}**

**drawingContext.closePath();**

**if (mapStyle == "retro") {**

**var imgCanvas = resourceTypeToImageCanvas[this.resourceType];**

**drawingContext.drawImage(**

**imgCanvas,**

**0, 0, imgCanvas.width, imgCanvas.height,**

**this.xCenter - size,**

**this.yCenter - dy,**

**2\*size,**

**2\*dy**

**);**

**} else {**

**drawingContext.fill();**

**}**

**drawingContext.stroke();**

**}**

**//Drawing number for the squares**

**HexTile.prototype.drawNumber = function() {**

**drawingContext.fillStyle = "#FFFFFF";**

**drawingContext.strokeStyle = "#000000";**

**drawingContext.lineWidth = 4;**

**drawingContext.beginPath();**

**drawingContext.rect(this.xCenter -.35\*size, this.yCenter -.35\*size,.7\*size,.7\*size);**

**drawingContext.closePath();**

**drawingContext.fill();**

**drawingContext.stroke();**

**var fontSizePt = Math.ceil(30/40\*(.45\*size-8)+6);**

**drawingContext.font = "bold " + fontSizePt + "pt times new roman";**

**drawingContext.textAlign = "center";**

**if ( this.isHighlyProductive() ) {**

**drawingContext.fillStyle = "#FF0000";**

**} else {**

**drawingContext.fillStyle = "#000000";**

**}**

**drawingContext.fillText(**

**this.number.toString(),**

**this.xCenter,**

**this.yCenter + Math.ceil( 0.85 \* fontSizePt/2 )**

**);**

**}**

**Array.prototype.random = function(removeElem) {**

**var idx = Math.floor(Math.random() \* this.length);**

**var val = this[idx];**

**if (removeElem) {**

**this.splice(idx,1);**

**}**

**return val;**

**}**

**Array.prototype.copy = function() {**

**return this.slice();**

**}**

**Array.prototype.indexOfArray = function(val) {**

**var arr = [];**

**var sIdx = 0;**

**var tmpCopy = this.copy();**

**do {**

**var rIdx = tmpCopy.indexOf(val);**

**var valid = (rIdx >= 0);**

**if (valid) {**

**tmpCopy.splice(0, rIdx + 1);**

**arr.push(sIdx + rIdx);**

**sIdx += rIdx + 1;**

**}**

**} while (valid);**

**return arr;**

**}**

**Array.prototype.swap = function(idx1, idx2) {**

**var tmp = this[idx1];**

**this[idx1] = this[idx2];**

**this[idx2] = tmp;**

**}**

**function addCanvas() {**

**mapCanvas = document.createElement("canvas");**

**drawingContext = mapCanvas.getContext('2d');**

**mapCanvas.id = "map-canvas";**

**sizeCanvas();**

**document.getElementById("map-container").appendChild(mapCanvas);**

**}**

**function sizeCanvas() {**

**var mapContainer = $("div#map-container")[0];**

**$(mapCanvas).attr("width", $(mapContainer).width());**

**$(mapCanvas).attr("height", $(mapContainer).height());**

**canvasCenterY = mapCanvas.height/2;**

**canvasCenterX = mapCanvas.width/2;**

**}**

**CanvasRenderingContext2D.prototype.clear =**

**CanvasRenderingContext2D.prototype.clear || function (preserveTransform) {**

**if (preserveTransform) {**

**this.save();**

**this.setTransform(1, 0, 0, 1, 0, 0);**

**}**

**this.clearRect(0, 0, this.canvas.width, this.canvas.height);**

**if (preserveTransform) {**

**this.restore();**

**}**

**}; //** [**http://stackoverflow.com/questions/2142535/how-to-clear-the-canvas-for-redrawing**](http://stackoverflow.com/questions/2142535/how-to-clear-the-canvas-for-redrawing)

**Gr8\_index.php**

**<?php**

**/\*\***

**\* User: Binet Lee**

**\* Date: 3/10/14**

**\* Time: 1:52 PM**

**\* To change this template use File | Settings | File Templates.**

**\*/**

**?>**

**<!DOCTYPE html>**

**<html lang="en">**

**<head>**

**<meta charset="UTF-8" >**

**<title> Hello World Javascript </title>**

**<!--[if IE]>**

**<script src="http://html5shiv.googlecode.com/svn/trunk/html5.js"></script>**

**<![endif]-->**

**<!--[if lt IE 9]>**

**<script src="http://ie7-js.googlecode.com/svn/version/2.1(beta4)/IE9.js"></script>**

**<![endif]-->**

**<meta name="viewport" content="width=device-width, initial-scale=1, maximum-scale=1">**

**<link rel="stylesheet" href="http://code.jquery.com/mobile/1.3.1/jquery.mobile-1.3.1.min.css" />**

**<script src="http://code.jquery.com/jquery-1.9.1.min.js"></script>**

**<script src="http://code.jquery.com/mobile/1.3.1/jquery.mobile-1.3.1.min.js"></script>**

**</head>**

**<body>**

**<div data-role="page" id="home">**

**<div data-theme="c" data-role="header" >**

**<h1>Semester Project</h1>**

**</div>**

**<div data-role="content">**

**<p style="text-align: center;"><font size="4"><b>MIS4312: Group 8</b></font></p>**

**<p style="text-align: center;"><font size="4"><b>Spring Semester 2015</b></font></p>**

**<p style="text-align: center;">Pioneers of Catan</p>**

**<p style="text-align: center;">Our objective for this project will be to focus on creating a mobile app that randomizes the numbers on the Settler’s of Catan Board. We want to ensure that the board is randomized, yet playable.</p>**

**</div>**

**<div data-theme="c" data-role="footer" data-position="fixed" data-id="nav">**

**<div data-role="navbar">**

**<ul>**

**<li><a href="#home" class="ui-btn-active ui-state-persist">Home</a></li>**

**<li><a href="#team">Team</a></li>**

**<li><a href="#project">Project</a></li>**

**</ul>**

**</div>**

**</div>**

**<div data-role="content">**

**<div style="text-align: center;">**

**<a href="http://imgur.com/rPiQJ9I"><img src="http://i.imgur.com/rPiQJ9I.jpg" width="467" height="397" alt="Logo"/></a>**

**</div>**

**</div>**

**</div>**

**<div data-role="page" id="team">**

**<div data-role="header" >**

**<h1>The Team</h1>**

**</div>**

**<ul data-role="listview">**

**<li><a href="#leader">Team Leader</a></li>**

**<li><a href="#member">Team Members</a></li>**

**</ul>**

**<div data-role="footer" data-position="fixed" data-id="nav">**

**<div data-role="navbar">**

**<ul>**

**<li><a href="#home" >Home</a></li>**

**<li><a href="#team" class="ui-btn-active ui-state-persist">Team</a></li>**

**<li><a href="#project">Project</a></li>**

**</ul>**

**</div>**

**</div>**

**</div>**

**<div data-role="page" id="project">**

**<div data-role="header" >**

**<h1>The Project</h1>**

**</div>**

**<div data-role="content">**

**<p style="text-align: center;"><font size="4"><b>Pioneers of Catan</b></font></p>**

**<p style="text-align: center;">Our application will allow players to randomize tiles, shuffle the probabilities of the tiles, and move harbors in a fair manner. The end result is a board that provides a game experience that is balanced and new.</p>**

**</div>**

**<div data-role="content">**

**<div style="text-align: center;">**

**<a href="http://imgur.com/vCG6xqc"><img src="http://i.imgur.com/vCG6xqc.jpg" width="423" height="253" alt="Logo"/></a>**

**</div>**

**</div>**

**<a href="assignment\_5\_user\_sign\_in.php" data-role="button">Run Application</a>**

**<div data-role="footer" data-position="fixed" data-id="nav">**

**<div data-role="navbar">**

**<ul>**

**<li><a href="#home" >Home</a></li>**

**<li><a href="#team" >Team</a></li>**

**<li><a href="#project" class="ui-btn-active ui-state-persist">Project</a></li>**

**</ul>**

**</div>**

**</div>**

**</div>**

**<div data-role="page" id="member">**

**<div data-theme="b" data-role="header" >**

**<h1>Team Members</h1>**

**</div>**

**<ul data-icon="false" data-role="listview">**

**<li>**

**<a href="#">**

**<p style="text-align: center;"><font size="3"><b>Steven Borik</b></font></p>**

**<p style="text-align: center;">Major: MIS</p>**

**<p style="text-align: center;">Contact Info: sxb133830@utdallas.edu</p>**

**<p style="text-align: center;"><b>Responsibility: Presentation manager and debug application</b></p>**

**</a>**

**</li>**

**<li>**

**<a href="#">**

**<p style="text-align: center;"><font size="3"><b>Caroline Personius</b></font></p>**

**<p style="text-align: center;">Major: Finance</p>**

**<p style="text-align: center;">Contact Info: clpl30030@utdallas.edu</p>**

**<p style="text-align: center;"><b>Responsibility: Application logistics</b></p>**

**</a>**

**</li>**

**<li>**

**<a href="#">**

**<p style="text-align: center;"><font size="3"><b>Rodolfo Zolezzi</b></font></p>**

**<p style="text-align: center;">Major: MIS</p>**

**<p style="text-align: center;">Contact Info: rxz141530@utdallas.edu</p>**

**<p style="text-align: center;"><b>Responsibility: Application development and coding</b></p>**

**</a>**

**</li>**

**<li>**

**<a href="#">**

**<p style="text-align: center;"><font size="3"><b>Stephen Strack</b></font></p>**

**<p style="text-align: center;">Major: Accounting</p>**

**<p style="text-align: center;">Contact Info: sxs124331@utdallas.edu</p>**

**<p style="text-align: center;"><b>Responsibility: Application development and coding</b></p>**

**</a>**

**</li>**

**<li>**

**<a href="#">**

**<p style="text-align: center;"><font size="3"><b>Matthew Wallace</b></font></p>**

**<p style="text-align: center;">Major: MIS</p>**

**<p style="text-align: center;">Contact Info: maw098120@utdallas.edu</p>**

**<p style="text-align: center;"><b>Responsibility: Creating System IDE</b></p>**

**</a>**

**</li>**

**<li>**

**<a href="#">**

**<p style="text-align: center;"><font size="3"><b>Adam Samadazda</b></font></p>**

**<p style="text-align: center;">Major: Finance</p>**

**<p style="text-align: center;">Contact Info: acs134230@utdallas.edu</p>**

**<p style="text-align: center;"><b>Responsibility: QA Testing</b></p>**

**</a>**

**</li>**

**</ul>**

**<div data-role="footer" data-position="fixed" data-id="nav">**

**<div data-role="navbar">**

**<ul>**

**<li><a href="#home" >Home</a></li>**

**<li><a href="#team" >Team</a></li>**

**<li><a href="#project" >Project</a></li>**

**</ul>**

**</div>**

**</div>**

**</div>**

**<div data-role="page" id="leader">**

**<div data-theme="b" data-role="header" >**

**<h1>Team Leader</h1>**

**</div>**

**<ul data-icon="false" data-role="listview">**

**<li>**

**<a href="#">**

**<p style="text-align: center;"><font size="3"><b>Binet Lee</b></font></p>**

**<p style="text-align: center;">Major: MIS</p>**

**<p style="text-align: center;">Contact Info: bcl140030@utdallas.edu</p>**

**<p style="text-align: center;"><b>Responsibility: Manages project and overall project direction</b></p>**

**</a>**

**</li>**

**</ul>**

**<div data-role="footer" data-position="fixed" data-id="nav">**

**<div data-role="navbar">**

**<ul>**

**<li><a href="#home" >Home</a></li>**

**<li><a href="#team" >Team</a></li>**

**<li><a href="#project" >Project</a></li>**

**</ul>**

**</div>**

**</div>**

**</div>**

**</body>**

**</html**

**Assignment\_5\_user\_sign\_in**

**<?php**

**/\*\***

**\* File name: assignment\_5\_user\_sign\_in.php**

**\* User: tln051000**

**\* To change this template use File | Settings | File Templates.**

**\*/**

**?>**

**<!DOCTYPE html>**

**<html lang="en">**

**<head>**

**<meta charset="UTF-8" >**

**<title>Group 8 Catan</title>**

**<!--[if IE]>**

**<script src="http://html5shiv.googlecode.com/svn/trunk/html5.js"></script>**

**<![endif]-->**

**<!--[if lt IE 9]>**

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**<meta name="viewport" content="width=device-width, initial-scale=1, maximum-scale=1">**

**<!-- USE LATEST VERSION OF JQUERY MOBILE - MUST RUN IN CHROME for the -->**

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**<script src="jQuery.ui.datepicker.js"></script>**

**<script src="jquery.ui.datepicker.mobile.js"></script>**

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**<script src="http://code.jquery.com/jquery-1.9.1.min.js"></script>**

**<script src="http://code.jquery.com/mobile/1.4.1/jquery.mobile-1.4.1.min.js"></script**

**</head>**

**<body>**

**<div data-role="page" id="sign\_in">**

**<div data-role="header" data-theme="b">**

**<h1>Mobile App Name</h1>**

**</div>**

**<div data-role="content">**

**<div style="text-align: center;">**

**<h2>SIGN IN</h2>**

**</div>**

**<form method="post" action="assignment\_5\_user\_sign\_in\_dataprocess\_REDIRECT.php">**

**<div data-role="fieldcontain">**

**<label for="email">Email:</label>**

**<input type="email" name="email" id="email">**

**<label for="password">Password: </label>**

**<input type="password" name="password" id="password">**

**</div>**

**<div style="text-align: center;">**

**<input type="submit" data-inline="true" value="Submit">**

**</div>**

**</form>**

**<div style="text-align: center;">**

**<h5>Without an account, please <a href="assignment\_5\_user\_sign\_up.php">sign up</a>.</h5>**

**</div>**

**</div>**

**<div data-role="footer" data-position="fixed" data-id="nav" data-theme="b">**

**<div data-role="navbar">**

**<ul>**

**<li><a href="gr8\_index.php">Home</a></li>**

**<li><a href="gr8\_index#team.php">Team</a></li>**

**<li><a href="gr8\_index#project.php" class="ui-btn-active ui-state-persist">Project</a></li>**

**</ul>**

**</div>**

**</div>**

**</div>**

**</body>**

**</html>**

**<?php**

**/\*\***

**\* File name: assignment\_5\_user\_sign\_in\_dataprocess\_REDIRECT.php**

**\* User: Thuan Nguyen**

**\* To change this template use File | Settings | File Templates.**

**\*/**

**?>**

**<!DOCTYPE html>**

**<html lang="en">**

**<head>**

**<meta charset="UTF-8" >**

**<title>Mobile Web Applications</title>**

**<!--[if IE]>**

**<script src="http://html5shiv.googlecode.com/svn/trunk/html5.js"></script>**

**<![endif]-->**

**<!--[if lt IE 9]>**

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**<script src="http://code.jquery.com/jquery-1.9.1.min.js"></script>**

**<script src="http://code.jquery.com/mobile/1.4.1/jquery.mobile-1.4.1.min.js"></script**

**</head>**

**<body>**

**<?php // Start of PHP code**

**// BE CAREFUL! THE PATH MUST BE CORRECT, especially /MIS4312/mwa?**

**require\_once($\_SERVER['DOCUMENT\_ROOT'].'/mwa8/lectureConfigPHP.php');**

**$anEmail = $\_POST["email"];**

**$aPassword = $\_POST["password"];**

**try{**

**$conn = new PDO($dsn, $DBAname, $DBApassword);**

**$sqlcmd = $conn->prepare( "SELECT \* FROM users WHERE email = :email and password = :password" );**

**$sqlcmd->bindValue( ":email", $anEmail, PDO::PARAM\_STR );**

**$sqlcmd->bindValue( ":password", $aPassword, PDO::PARAM\_STR );**

**$sqlcmd->execute();**

**$rows = $sqlcmd->fetch();**

**if ( $rows ) {**

**header("Location:/MIS4312/mwa8/assignment\_5\_list\_features.php");**

**}**

**else {**

**header("Location:/MIS4312/mwa8/assignment\_5\_user\_sign\_in\_failed.php");**

**}**

**// Close the connection**

**$conn = null;**

**}**

**catch(PDOException $e) {**

**echo $e->getMessage();**

**}**

**?> <!-- End of PHP code -->**

**</body>**

**</html>**

**<?php**

**/\*\***

**\* File Name: assignment\_5\_list\_features.php**

**\* User: Thuan Nguyen**

**\*/**

**?>**

**<!DOCTYPE html>**

**<html lang="en">**

**<head>**

**<meta charset="UTF-8" >**

**<title>Mobile Web Applications</title>**

**<!--[if IE]>**

**<script src="http://html5shiv.googlecode.com/svn/trunk/html5.js"></script>**

**<![endif]-->**

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**<![endif]-->**

**<meta name="viewport" content="width=device-width, initial-scale=1, maximum-scale=1">**

**<!--**

**<link rel="stylesheet" href="http://code.jquery.com/mobile/1.4.1/jquery.mobile-1.4.1.min.css" />**

**<script src="http://code.jquery.com/jquery-1.9.1.min.js"></script>**

**<script src="http://code.jquery.com/mobile/1.4.1/jquery.mobile-1.4.1.min.js"></script**

**-->**

**<link rel="stylesheet" href="http://code.jquery.com/mobile/1.4.4/jquery.mobile-1.4.4.min.css" />**

**<script src="http://code.jquery.com/jquery-1.11.1.min.js"></script>**

**<script src="http://code.jquery.com/mobile/1.4.4/jquery.mobile-1.4.4.min.js"></script>**

**<style>**

**p.notes {font-weight: bold}**

**</style>**

**</head>**

**<body>**

**<div data-role="page" id="list\_features">**

**<div data-role="header" data-theme="b">**

**<h1>Group 8 Catan</h1>**

**<a href="assignment\_5\_user\_sign\_in.php" data-icon="power" class="ui-btn-right" data-theme="a">Sign Out</a>**

**</div>**

**<div data-role="content">**

**<div style="text-align: center;">**

**<h2>Feature List</h2>**

**<br/><br/>**

**</div>**

**<ul data-role="listview">**

**<li><a href="assignment\_5\_user\_manage\_account.php">Change Password</a></li>**

**<li><a href="assignment\_5\_user\_delete.php">Delete Account</a></li>**

**<li><a href="main.php">Randomizer Application</a></li>**

**</ul>**

**</div>**

**<div data-role="footer" data-position="fixed" data-id="nav" data-theme="b">**

**<div data-role="navbar">**

**<ul>**

**<li><a href="gr8\_index.php">Home</a></li>**

**<li><a href="assignment\_5\_list\_features.php" class="ui-btn-active ui-state-persist">Feature List</a></li>**

**<li><a href="assignment\_5\_user\_sign\_in.php">Sign In</a></li>**

**</ul>**

**</div>**

**</div>**

**</div>**

**</body>**

**</html>**

**<?php**

**/\*\***

**\* File name: assignment\_5\_user\_sign\_up.php**

**\* User: tln051000**

**\* To change this template use File | Settings | File Templates.**

**\*/**

**?>**

**<!DOCTYPE html>**

**<html lang="en">**

**<head>**

**<meta charset="UTF-8" >**

**<title>Mobile Web Applications</title>**

**<!--[if IE]>**

**<script src="http://html5shiv.googlecode.com/svn/trunk/html5.js"></script>**

**<![endif]-->**

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**<script src="http://code.jquery.com/mobile/1.4.1/jquery.mobile-1.4.1.min.js"></script**

**</head>**

**<body>**

**<div data-role="page" id="sign\_up">**

**<div data-role="header" data-theme="b">**

**<h1>Group 8 Catan</h1>**

**</div>**

**<div data-role="content">**

**<div style="text-align: center;">**

**<h2>CHANGE PASSWORD</h2>**

**</div>**

**<form method="post" action="assignment\_5\_user\_change\_password\_dataprocess\_REDIRECT.php">**

**<div data-role="fieldcontain">**

**<label for="email">Email:</label>**

**<input type="email" name="email" id="email">**

**<label for="curpassword">Current Password: </label>**

**<input type="password" name="curpassword" id="curpassword">**

**<label for="newpassword">New password: </label>**

**<input type="password" name="newpassword" id="newpassword">**

**</div>**

**<div style="text-align: center;">**

**<input type="submit" data-inline="true" value="Submit">**

**</div>**

**</form>**

**</div>**

**<div data-role="footer" data-position="fixed" data-id="nav" data-theme="b">**

**<div data-role="navbar">**

**<ul>**

**<li><a href="gr8\_index.php">Home</a></li>**

**<li><a href="gr8\_index#team.php">Team</a></li>**

**<li><a href="gr8\_index#project.php" class="ui-btn-active ui-state-persist">Project</a></li>**

**</ul>**

**</div>**

**</div>**

**</div>**

**</body>**

**</html>**

**<?php**

**/\*\***

**\* File name: assignment\_5\_user\_sign\_up\_dataprocess\_REDIRECT.php**

**\* User: Thuan Nguyen**

**\* To change this template use File | Settings | File Templates.**

**\*/**

**?>**

**<!DOCTYPE html>**

**<html lang="en">**

**<head>**

**<meta charset="UTF-8" >**

**<title>Mobile Web Applications</title>**

**<!--[if IE]>**

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**</head>**

**<body>**

**<?php // Start of PHP code**

**// IMPORTANT NOTES:**

**// In this file, redirection is used --> header("Location: ...");**

**// Therefore, no html or php code that prints out (echo, print, ...) some content is allowed.**

**// BE CAREFUL! THE PATH MUST BE CORRECT, especially /MIS4312/mwa?**

**require\_once($\_SERVER['DOCUMENT\_ROOT'].'/mwa8/lectureConfigPHP.php');**

**// Get the new user's email and password**

**$anEmail = $\_POST["email"];**

**$aPassword = $\_POST["curpassword"];**

**$aNewPassword = $\_POST["newpassword"];**

**// Verify that password and retype\_password must be matched**

**// Verify to be sure that no such account has been created in the system**

**try{**

**$conn = new PDO($dsn, $DBAname, $DBApassword);**

**// $sqlcmd: using prepare**

**$sqlcmd = $conn->prepare( "SELECT \* FROM users WHERE email = :email and password = :password" );**

**$sqlcmd->bindValue( ":email", $anEmail, PDO::PARAM\_STR );**

**$sqlcmd->bindValue( ":password", $aPassword, PDO::PARAM\_STR );**

**// Execute the SQL command**

**$sqlcmd->execute();**

**$rows = $sqlcmd->fetch();**

**if ( $rows ) {**

**try {**

**// NO existing account with the same email address has been created in the system**

**// READY to create a new account for the new user**

**// Prepare and bind values to the command**

**$sqlcmd2 = $conn->prepare("UPDATE users SET password = :password WHERE email = :email");**

**$sqlcmd2->bindValue(":email", $anEmail, PDO::PARAM\_STR);**

**$sqlcmd2->bindValue(":password", $aNewPassword, PDO::PARAM\_STR);**

**// Execute the command**

**$isOK = $sqlcmd2->execute();**

**// Check the result**

**if ($isOK) {**

**// Successfully creating new account**

**// Redirect to another mobile web page to handle the scenario**

**header("Location:/MIS4312/mwa8/randomest.php");**

**} else {**

**// Cannot create new account in the database - so determined cause**

**// Redirect to another mobile web page to handle the scenario**

**header("Location:/MIS4312/mwa8/welcome.php");**

**}**

**}**

**catch(PDOException $e) {**

**echo $e->getMessage();**

**}**

**// Redirect to another mobile web page to handle the scenario: failed sign-up**

**// because an account with the same credentials exist**

**}**

**else {**

**header("Location:/MIS4312/mwa8/assignment\_5\_user\_sign\_up\_failed\_account\_exist.php");**

**}**

**// Close the connection**

**$conn = null;**

**}**

**catch(PDOException $e) {**

**echo $e->getMessage();**

**}**

**?> <!-- End of PHP code -->**

**</body>**

**</html>**

**<?php**

**/\*\***

**\* File name: assignment\_5\_user\_sign\_up\_dataprocess\_REDIRECT.php**

**\* User: Thuan Nguyen**

**\* To change this template use File | Settings | File Templates.**

**\*/**

**?>**

**<!DOCTYPE html>**

**<html lang="en">**

**<head>**

**<meta charset="UTF-8" >**

**<title>Mobile Web Applications</title>**

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**try{**

**$conn = new PDO($dsn, $DBAname, $DBApassword);**

**$sqlcmd = $conn->prepare( "SELECT \* FROM users WHERE email = :email and password = :password" );**

**$sqlcmd->bindValue( ":email", $anEmail, PDO::PARAM\_STR );**

**$sqlcmd->bindValue( ":password", $aPassword, PDO::PARAM\_STR );**

**$sqlcmd->execute();**

**$rows = $sqlcmd->fetch();**

**if ( $rows ) {**

**try {**

**// NO existing account with the same email address has been created in the system**

**// READY to create a new account for the new user**

**// Prepare and bind values to the command**

**$sqlcmd2 = $conn->prepare("DELETE FROM users WHERE email = :email");**

**$sqlcmd2->bindValue(":email", $anEmail, PDO::PARAM\_STR);**

**// Execute the command**

**$isOK = $sqlcmd2->execute();**

**// Check the result**

**if ($isOK) {**

**// Successfully creating new account**

**// Redirect to another mobile web page to handle the scenario**

**header("Location:/MIS4312/mwa8/randomest.php");**

**} else {**

**// Cannot create new account in the database - so determined cause**

**// Redirect to another mobile web page to handle the scenario**

**header("Location:/MIS4312/mwa8/welcome.php");**

**}**

**}**

**catch(PDOException $e) {**

**echo $e->getMessage();**

**}**

**// Redirect to another mobile web page to handle the scenario: failed sign-up**

**// because an account with the same credentials exist**

**}**

**else {**

**header("Location:/MIS4312/mwa8/assignment\_5\_user\_sign\_up\_failed\_account\_exist.php");**

**}**

**// Close the connection**

**$conn = null;**

**}**

**catch(PDOException $e) {**

**echo $e->getMessage();**

**}**

**?> <!-- End of PHP code -->**

**</body>**

**</html>**

**User’s Guide:**

Thank you for testing our application, Catan Randomizer! Please ensure that you sign in from the beginning sign in location, and you are allowed to change your password, and delete your account. You are also able to access the application itself. Upon beginning the application, you are also allowed to access the following functions: Shuffle Land!, Shuffle Probabilities!, Memorize Current Map, Display Memorized Map. One must Shuffle Land before attempting to Shuffle Probabilities, and memorization and display of maps also requires generation of a map in the first place. A legend is also provided, and the generated map indicates which resources go where and which tile probabilities they are associated with.

**Group Leader Assessment**

As the group leader, this was a very interesting experience. I believe I gained a lot of leadership responsibility, and being able to delegate the duties to each of the group members was a task that taught me leadership skills. I found as well the importance of communication and an establishment of set standards in order to accomplish a goal. It seems like working with a group provides a certain set of accountability, and I’m more used to accomplishing large projects with less help. The coding was actually fairly complex to understand, especially when linking data back into the database. The actual coding of the map generator also required planning around all the different outcomes of display as well as user interaction. The manipulation of images onto the screen, as well as the adjacency and management of each of the tile objects also proved to be a challenge. Overall, much was reinforced with a coding background, and new things were learned especially pertaining to leading a group and database management.

**Peer Evaluation**

**MIS4312 – Mobile Web App Development**

**Semester Project – Peer Evaluation**

# My Group: \_\_\_\_\_\_\_8\_\_\_\_\_\_\_\_ Group Leader: \_\_\_\_\_\_\_\_Binet Lee\_\_\_\_\_\_\_\_\_\_\_\_

# My Name: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_Binet Lee\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

# I evaluate other team members’ contribution to the project as follows:

# On scale of 10

# 10 is the highest

# Team member #2: Name \_\_\_\_\_\_\_\_\_\_Adam Samadzada\_\_\_\_\_\_\_ Score: \_\_10\_\_\_\_

# Team member #3: Name \_\_\_\_Caroline Personius\_\_\_\_\_\_\_\_\_\_\_\_ Score: \_\_\_10\_\_\_

# Team member #4: Name \_\_\_\_Matthew Wallace\_\_\_\_\_\_\_\_\_\_\_\_ Score: \_\_\_10\_\_\_

# Team member #5: Name \_\_\_\_\_Rodolfo Zolezzi\_\_\_\_\_\_\_\_\_\_\_ Score: \_\_\_\_10\_\_

# Team member #6: Name \_\_\_\_Steven Borik\_\_\_\_\_\_\_\_\_\_\_\_\_ Score: \_\_\_10\_\_\_

# Team member #7: Name \_\_\_\_\_\_\_Stephen Strack\_\_\_\_\_\_\_\_\_\_\_ Score: \_\_\_10\_\_\_

# Team member #8: Name \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Score: \_\_\_\_\_\_\_\_

# Team member #9: Name \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Score: \_\_\_\_\_\_\_\_

# Team member #10: Name \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Score: \_\_\_\_\_\_\_\_

Any other comments about the team:

**Important Notes**:

*This page must be placed at the end of the set of the documents submitted in the project report.*