

PROJECT: ALBUQUERQUE

Team Savage - Milestone 7

Team Members:

- Sam Berger
- Kevin Kirk
- Krishna Adettiwar
- Max Hayne
- Hunter Haller

Deployment:

Our project is deployed using a Amazon server that runs Wetty on the localhost which is then rendered by Apache2 and deployed via ngrok to a publicly accessible domain. You can access the project from the following link: <http://b3f73302.ngrok.io/>

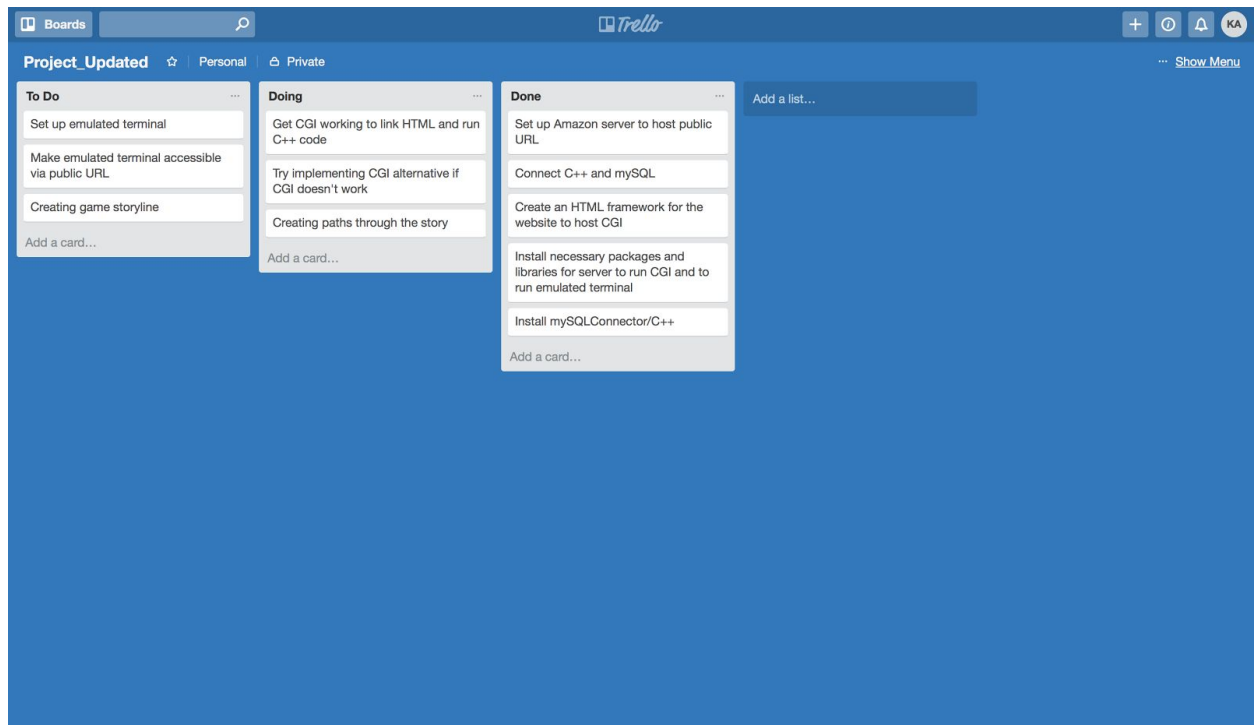
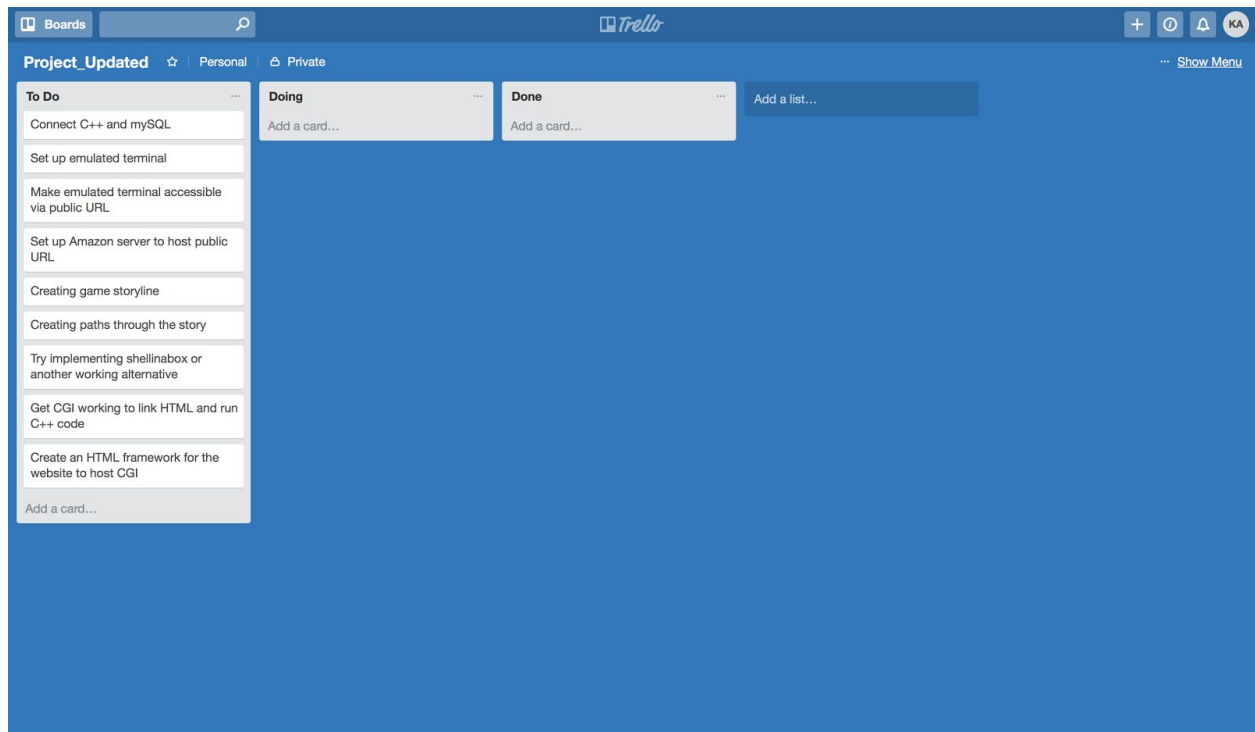
To log into the server, use the following information:

- Login username: player
- Password: krishnaandmax
- Run the following commands to start the game:
 - `cd /home/ubuntu/workspace/Savage`
 - `./test`

Project Tracker: <https://trello.com/b/X2CrnFKb/projectupdated>

VCS: <https://github.com/buxwuu/Savage>

Screenshots:



Boards

Trello

KA

Project_Updated ☆ Personal Private Show Menu

To Do

Add a card...

Doing

Try implementing CGI alternative if CGI doesn't work

Set up emulated terminal

Creating paths through the story

Creating game storyline

Make emulated terminal accessible via public URL

Set up Wetty on server to render terminal connected to server

Add a card...

Done

Set up Amazon server to host public URL

Connect C++ and MySQL

Create an HTML framework for the website to host CGI

Install necessary packages and libraries for server to run CGI and to run emulated terminal

Install MySQLConnector/C++

Add a card...

Add a list...

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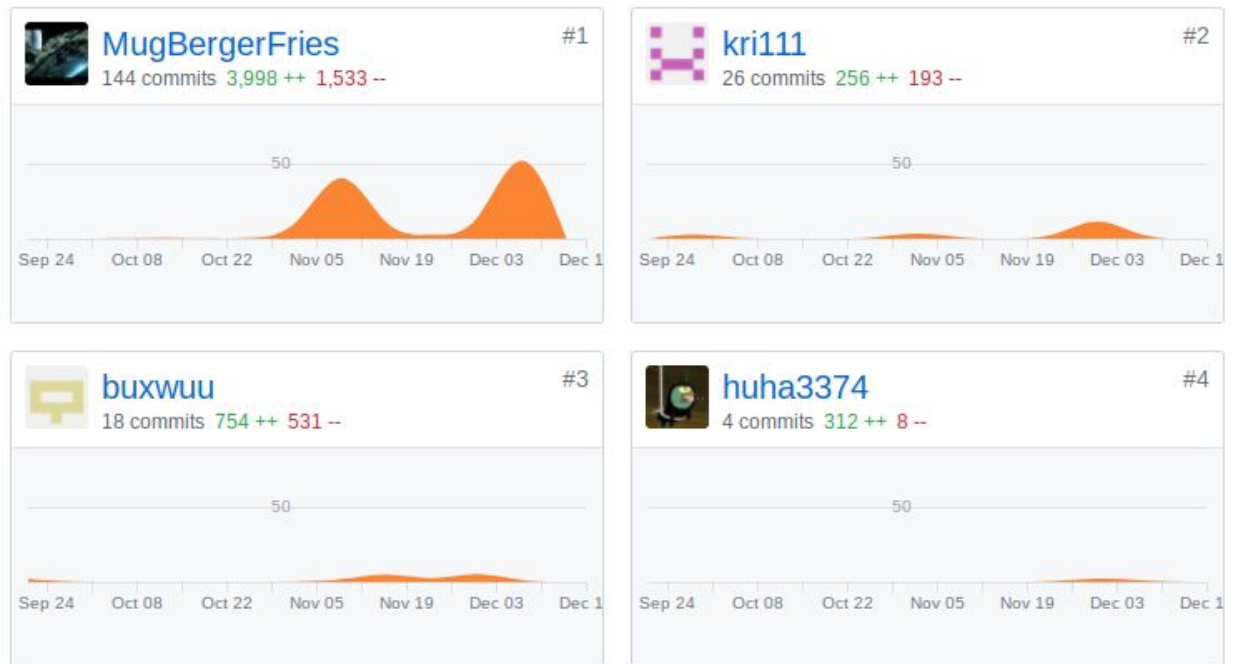
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Contributions on GitHub:



NOTE: These only show commits, line additions, and line removals but this data does not accurately represent the work all of the team members have put into the project. For example, Krishna and Max spent much of their time getting the front-end part of the project working with an emulated terminal connected to our Amazon EC2 instance to display the terminal in a web browser without using a plugin. Their work is not shown in the contributions on Github since their work primarily relied on working in a terminal and editing things and installing on the server and setting up Wetty and ngrok.

Our repo is mostly organized such that everything is placed in the root directory, with some specific milestone requirements placed in separate folders.

Although everything is already built and working, if you need to rebuild and create new executable of the game that works, then you can run the following command in the /home/ubuntu/workspace/Savage directory from the web browser's server: `gcc -o test beta.cpp`