



# Jeopardy

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CSPB 3308 - Team TBD (2):  
Cameron Braatz, Amber Tin, Kori Price, Andrew Byrnes,  
Ben Little



# Project Vision

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Enjoyable for Fans and Casual Players

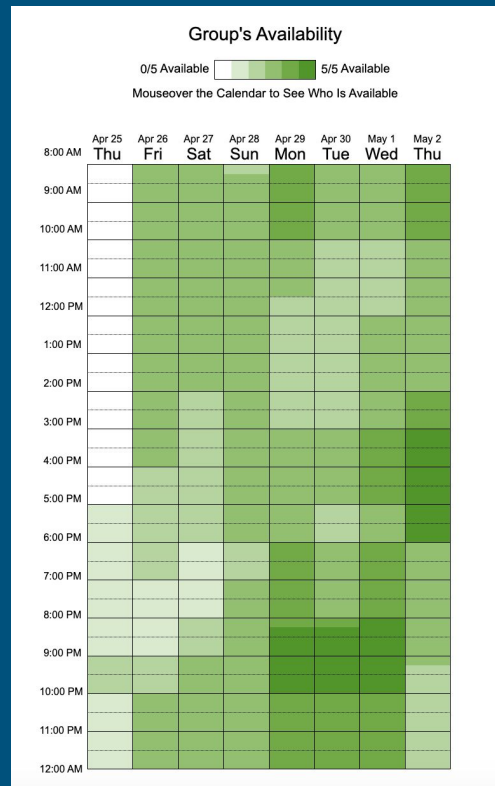
Continuously Evolution and Expansion

Entertainment and Learning



# Project Management Tools

- Trello
- GitHub
- When2Meet
- Google Docs
- Zoom
- Discord

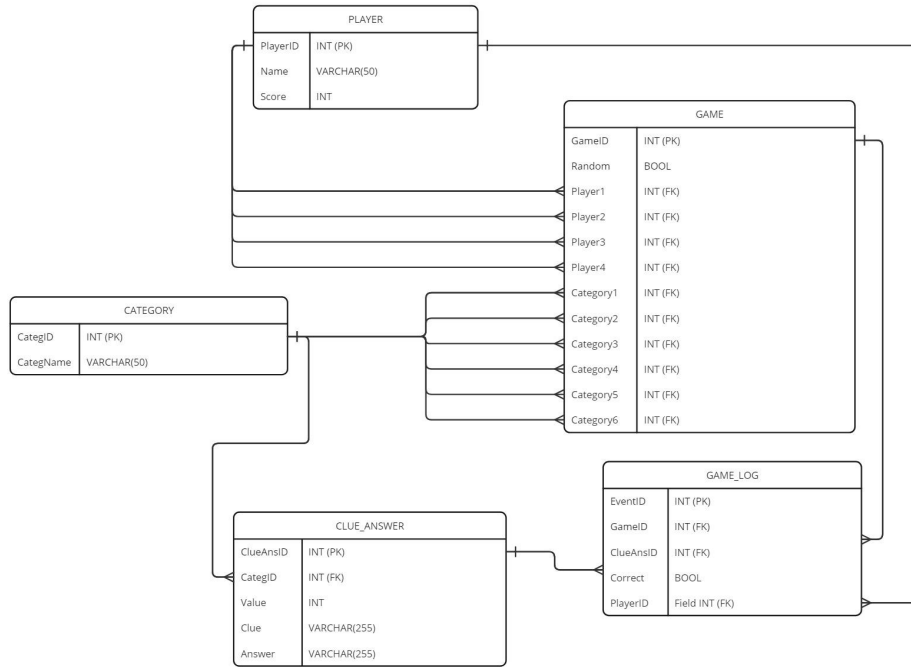


# Development Tools and Environment



	Benefits	Drawbacks
Render	<ul style="list-style-type: none"><li>• Fast &amp; Easy Setup</li><li>• Range of Pricing Tiers</li></ul>	<ul style="list-style-type: none"><li>• Slow Rendering Time</li></ul>
Flask	<ul style="list-style-type: none"><li>• Easy to Learn</li><li>• Rapid Development</li></ul>	<ul style="list-style-type: none"><li>• Lack of Built-in Tools</li><li>• Limited Scalability</li></ul>
Postgres	<ul style="list-style-type: none"><li>• Run Dynamic Websites</li><li>• Reliability &amp; Fault Tolerance</li></ul>	<ul style="list-style-type: none"><li>• Learning Curve</li></ul>
Python	<ul style="list-style-type: none"><li>• User-Friendly</li><li>• Ample Resources</li></ul>	<ul style="list-style-type: none"><li>• Styling Rules</li><li>• Speed Limitations</li></ul>
JavaScript/HTML/CSS	<ul style="list-style-type: none"><li>• Efficient - same CSS file across multiple pages</li><li>• Supports Asynchronous Programming</li></ul>	<ul style="list-style-type: none"><li>• Steep Learning Curve</li></ul>

# Database



- “What questions are part of a given category?”
- How would you rebuild or replay a game?
- “What categories are part of each game?”
- “What are the players scores at any given point in the game?”
- “What questions did each player answer correctly and incorrectly?”

# Testing

## Preliminary Testing:

## High Level/Conceptual Testing

## Development Testing:

## End User Testing/User Acceptance Testing

## Continued Development Testing:

## Unit Testing → Regression Testing

### Example Functions/Queries:

Function to update a player's score after entering a correct answer and pulling the score value.

```
update_player_score(PlayerID, Value)
```

```
example query: UPDATE Player SET Score = Score + ? WHERE PlayerID = ?
```

### Tests:

Use case name:

- Verify that player names and scores are accurately displayed and updated.

Description:

- Test that the correct player's score is increased or decreased by the indicated question value after the player answers the question correctly/incorrectly. Pre-Conditions:
- Player names and categories with clues were generated. A player is set as the active player.

Test Steps:

1. Click on a clue (dollar value) square within a category.
2. Enter a response to the clue.

Expected Results:

1. If the response was correct, the player's score is increased by the dollar value associated with the question while the other players' scores remain unchanged.
2. If the response was incorrect, the player's score is decreased by the dollar value associated with the question while the other player's scores remain unchanged.

Actual Results:

tbd

Status:

Notes:

Post-Conditions:

- All players' scores are correctly updated and displayed, and the active player can select the next clue.

## Jeopardy!

MOUNTAIN HIGH	FROM THE FRENCH	BONDS OF COMMONALITY	RAP WORDS & PHRASES	NONFICTION	I LIKE THE CUT OF YOUR JOB
\$200	\$200	\$200	\$200	\$200	\$200
\$400	\$400	\$400	\$400	\$400	\$400
\$600	\$600	\$600	\$600	\$600	\$600
\$800	\$800	\$800	\$800	\$800	\$800
\$1000	\$1000	\$1000	\$1000	\$1000	\$1000
Test Player: \$500					

# Successes

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Communication

Teamwork

Version Control/GitHub

Meeting Milestones

# Challenges

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Scheduling Meetings

Time Constraints

Lack of defined goals

Allocating Proper Time for Tasks/Determining Difficulty

Inexperience



# Solutions

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Set weekly meeting time

Create more defined goals/deadlines for every member each week

Explore more tools

Start Smaller/Narrowing Scope

Dedicated class for learning tools

# Demonstration

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