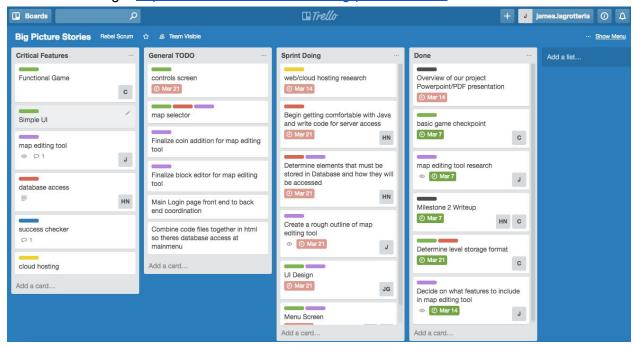
## Maker Game CSCI 3308

Hamilton Nelson, Charlie Davies, James Lagrotteria, Joshua Green, Braun Lake

## **Project Tracker:**

Trello Page: <a href="https://trello.com/b/Ym1fhDAI/big-picture-stories">https://trello.com/b/Ym1fhDAI/big-picture-stories</a>



## **VCS Repository:**

- GitHub Page: https://github.com/chda6313/3308SemesterProject Sp2017
- Demonstration of Maker Game included in repository.

## **Deployment:**

Currently, our project is not deployed to any external platform. We designed our project with deployment in mind however, and due to the simple format, we should be able to deploy to heroku without much effort.

In order to run our project, there are a couple of steps that must be completed:

- Database creation
  - Similar to labs, we used a MySql script to populate a database.
  - Open mysgl and create a database by sourcing Maker Game.sql
- Tweak code
  - Due to testing on personal computers, our database passwords and file locations are different, as would anyone who wanted to test it.
  - The same is true for linking the web-pages together
  - A list of the required tweaks can be found on the next page

## Open pages

- Since we used PHP for our database access, we need to be able to run those files.
- We used an apache server just like we did in labs.

In order to run our project, you must edit the following lines:

## SplashPage.html

- 18 <form action = 'http://localhost/Project/Game\_Selection.php'>
  This line should redirect to the Game\_Selection.php file, wherever that is
- 24 <form action = 'http://localhost/Project/editorpage.html'>
  This line should redirect to the editorpage.html file, wherever that is

#### Game Selection.php

- 14 var ajaxurl = 'http://localhost/Project/SQLRetreiveHandler.php';
  This line should redirect to the SQLRetreiveHandler.php file, wherever that is
- **36** \$connection = @mysqli\_connect ('127.0.0.1','root', 'eraser34','Maker\_Game');
  This line should be changed to represent your database login info
- **63** echo "<form action = 'http://localhost/Project/SQLRetreiveHandler.php'>
  This line should redirect to the SQLRetreiveHandler.php file, wherever that is

#### editor.js

• 179 String h = "http://localhost/Project/SQLInsertHandler.php"

This line should redirect to the SQLRetreiveHandler.php file, wherever that is

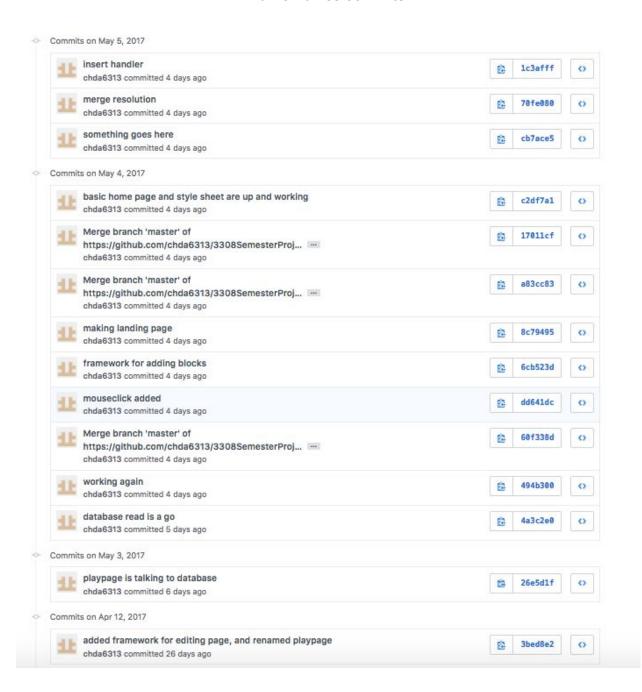
## • SQLInsertHandler.php

\$ connection = @mysqli\_connect('127.0.0.1','root','eraser34','Maker\_Game');
This line should be changed to represent your database login info

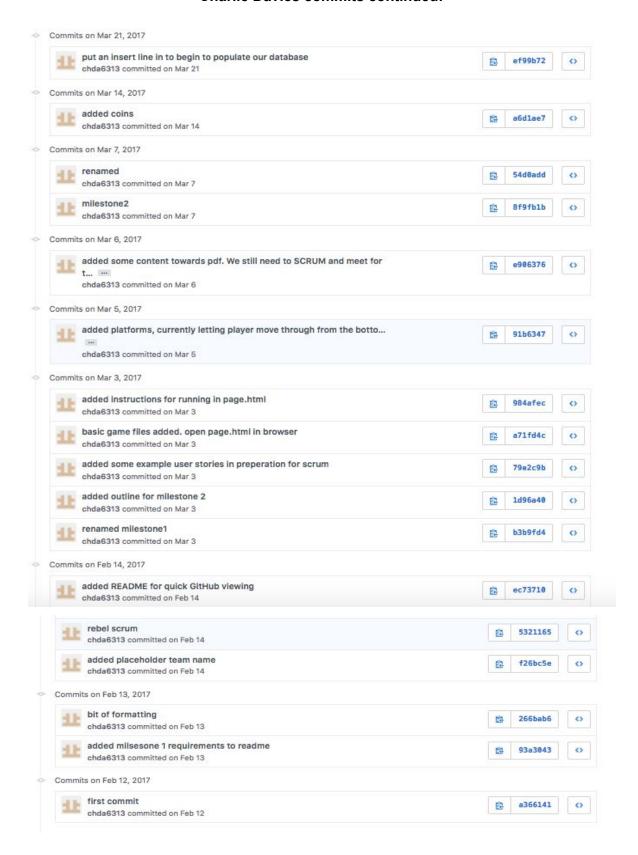
## SQLRetreiveHandler.php

\$ \$connection = mysqli\_connect('127.0.0.1','root','eraser34','Maker\_Game');
This line should be changed to represent your database login info

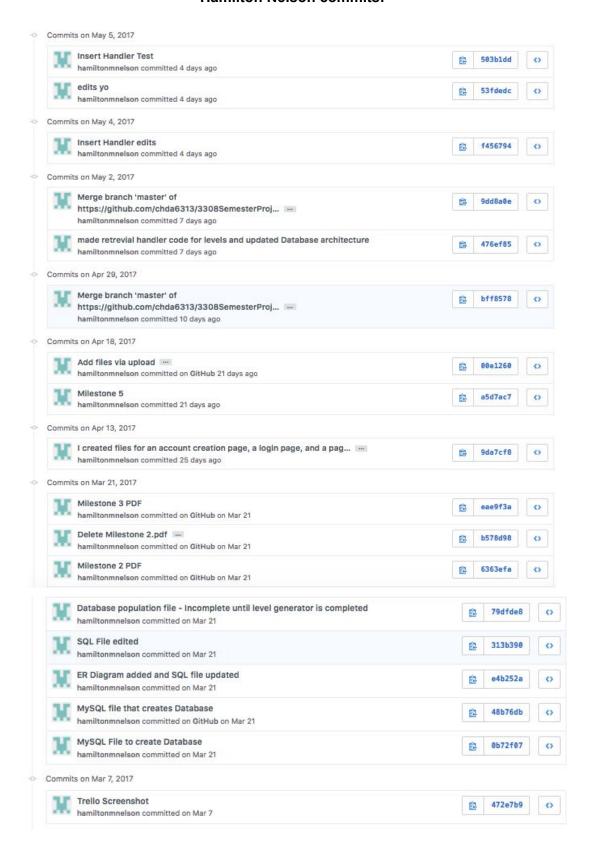
# GitHub COMMITS: Charlie Davies commits:



## **Charlie Davies commits continued:**

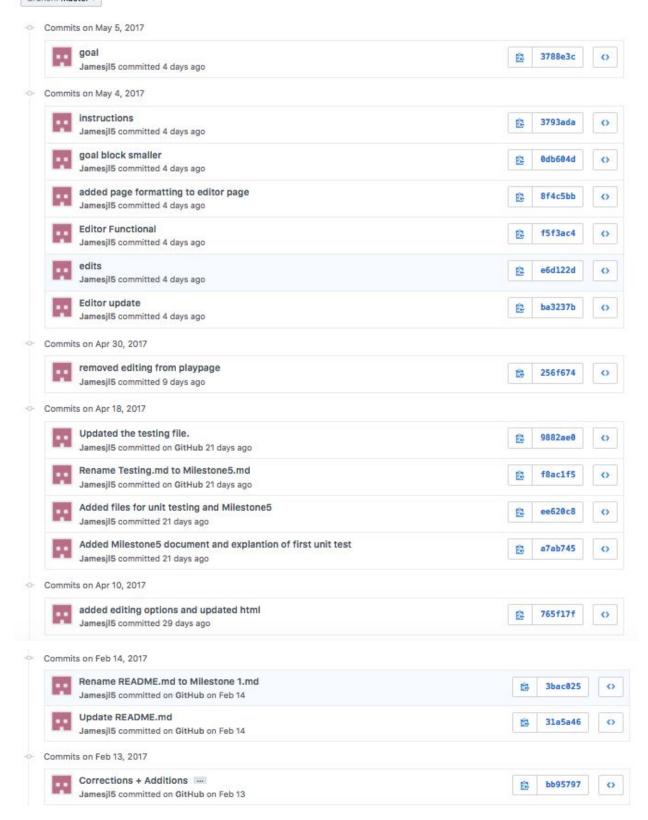


## **Hamilton Nelson commits:**

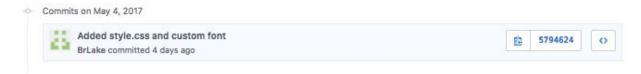


## James Lagrotteria commits:

Branch: master -



## **Braun Lake commits:**



\*\*\* Due to issues with accessing the repository, Braun was unable to commit his changes from his account until late into the process.

## Joshua Green commits:

