

Rage Machine

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Tools Used

- Processing IDE
- Trello
- Github
- Heroku
- MySQL

Processing IDE



- Rating: 5/5
- Used this for all of our coding
- The language was very similar to Java

Trello



- Rating: 2/5
- Used initially for project tracking
- Useful for assigning people to parts of the project
- Nothing to show that something is finished automatically

Github

github
SOCIAL CODING



- Rating: 5/5
- Used after trial with Trello
- Very useful, used Issues to project track.
- Used this for code review

Heroku



- Rating: 3/5
- Attempted to use for server
- Issue was we were using HTML and Heroku only works with PHP (based on what was found on Heroku website)

MySQL



- Rating: 3/5
- Started using for databases, but once we couldn't figure out servers, decided it wasn't necessary to use a database

Methodologies- Agile (Sort of)



- We held the scrums, weekly not daily, and talked about our goals
- We didn't necessarily have sprints, we just made sure we were on track to finish

Challenges

- Servers and Database Issues- Could not find an app engine or something similar to host our website and keep it running. Decided to drop databases until we figured out the server and focus on making sure we finished the game.
- Our 4th group member, unfortunately, informed us he had to drop the semester due to medical reasons.
- Processing IDE would only allow files to work on Firefox.

Demo