

COM S/SE 319: Software Construction and User Interfaces

Spring 2022

Group No. 2: Second Release Report

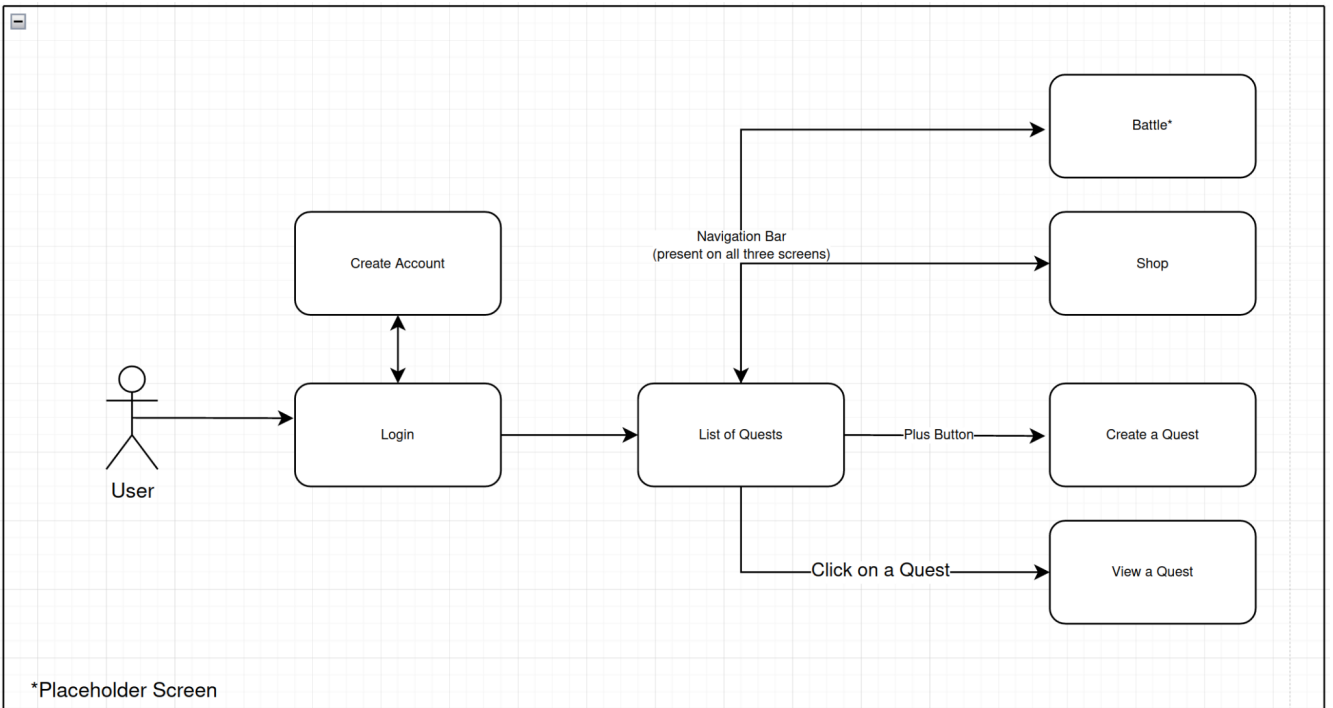
1. Successful Implemented Story Cards for Demo 1:

- ☐ *Story Card 1:*
 - Name of the Story: Cleanup Project and Fix Dependencies
 - Assigned Team Member: Patrick Demers
 - Tasks Accomplished for this Story Card:
 - i. Reinstall dependencies without broken peer dependencies.
 - ii. Use only NPM instead of both NPM and Yarn.
 - iii. Add appropriate files/folders to the README (such as node_modules).
 - iv. Convert the two nested JS projects into a single Expo project.
 - v. Revise the Readme to provide simpler instructions.
- ☐ *Story Card 2:*
 - Name of the Story: Store Quests in Global State
 - Assigned Team Member: Patrick Demers
 - Tasks Accomplished for this Story Card:
 - i. Create a global store using `mobx`.
 - ii. Create modifier methods.
 - iii. Make appropriate components observers of the state.
 - iv. Make Quests be accessed from the state instead of hardcoded.
- ☐ *Story Card 3:*
 - Name of the Story: View Task Details
 - Assigned Team Member: Patrick Demers
 - Tasks Accomplished for this Story Card:
 - i. Modify the existing Create Quest view to allow for edit vs view mode.
 - ii. Open the view task details view when clicking on an item.
 - iii. Create test cases.
- ☐ *Story Card 4:*
 - Name of the Story: View Completed Tasks
 - Assigned Team Member: Patrick Demers
 - Tasks Accomplished for this Story Card:
 - i. Add tabs at the top of the home page to allow toggling between completed and to-do tasks.
 - ii. Add an animated line to indicate the active tab.
 - iii. Only show the appropriate quests in each tab.
- ☐ *Story Card 5:*
 - Name of the Story: Add New Task
 - Assigned Team Member: Patrick Demers
 - Tasks Accomplished for this Story Card:
 - i. When a quest is added, save it to the local state.
 - ii. Ensure the newly created quest appears in the to-do tab.

- ☐ *Story Card 6:*
 - Creating an Account
 - Assigned Team Member: Devin Amdahl
 - Tasks Accomplished for this Story Card:
 - i. Created 'Create Account' page (CreateAccount.js).
 - ii. Added form validation with corresponding error messages to both 'CreateAccount.js' and 'Login.js'.
 - iii. Can create an account and then login with said account during that lifetime of the application (account is not stored across app instances).
 - iv. Created 'Accounts.js' to store accounts locally for testing purposes.
- ☐ *Story Card 7:*
 - Password and Email Criteria
 - Assigned Team Member: Devin Amdahl
 - Tasks Accomplished for this Story Card:
 - i. Email addresses must follow the format of a normal email address.
 - ii. Passwords must begin with an uppercase letter, and contain a minimum of: eight characters, one uppercase letter, one lowercase letter, one number, and one special character.
- ☐ *Story Card 8:*
 - Creating an Account Tests
 - Assigned Team Member: Devin Amdahl
 - Tasks Accomplished for this Story Card:
 - i. Created six unit tests using Jest to test the functionality of the 'Create Account' page / creating an account.
- ☐ *Story Card 9:*
 - Update Application Appearance
 - Assigned Team Member: Devin Amdahl
 - Tasks Accomplished for this Story Card:
 - i. Changed login page's appearance.
 - ii. Resolved issue with bottom navigation bar not showing up.
 - iii. Made locations of all buttons and text inputs the same across 'Login' and 'Create Account' pages to add more consistency across the application.
 - iv. Added non-functional 'Terms of Service'.
- ☐ *Story Card 10:*
 - Add Styling to Maintenance
 - Assigned Team Member: Devin Amdahl
 - Tasks Accomplished for this Story Card:
 - i. Changed the formatting of the page to reflect the theme used throughout the rest of the application.
- ☐ *Story Card 11:*
 - Login Tests
 - Assigned Team Member: Devin Amdahl and Ritvik Ambekar
 - Tasks Accomplished for this Story Card:
 - i. Created four unit tests using Jest to test the functionality of the 'Login' page / logging in to the application.
- ☐ *Story Card 12:*

- Burger Menu
 - Assigned Team Member: Ritvik Ambekar
 - Created burger menu drop down for settings and logout page
- ☐ Story Card 13:
- Logout Page
 - Assigned Team Member: Ritvik Ambeakr
 - Created successful logout page for user to logout after done with tasks
- ☐ Story Card 14:
- Maintenance Screen
 - Assigned Team Member: Alexander Reynolds
 - Tasks Accomplished for this Story Card:
 - i.Created a global money variable, and added buying and equipping logic based on the money variable and ownership of items.
 - ii.Outputting the global list and all props in the Maintenance screen, and creation of buttons
 - iii.stored list of items in a global state
- ☐ Story Card 15:
- Maintenance Screen Tests (storeItemStore.test.js)
 - Assigned Team Member: Alexander Reynolds
 - Created tests that test all items in the store
- ☐ Story Card 14:
- Scrolling and padding for quests
 - Assigned Team Member: Alexander Reynolds
 - Was the first task I completed for this submission, It helped me get my feet wet and allowed for better understanding of the project and react native.
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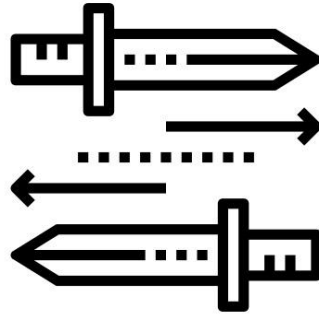
2. Design Documentation:



3. UI Description with Screenshots:

- *Login Screen:*
 - i. Login screen for users to input their specific user login and password.

Login



Email: Address

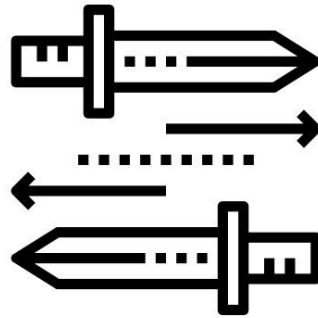
Password:

LOGIN

[Don't have an account? Create one here.](#)

-
- *Login Screen:*
 - i. Blank email address.

Login



Email cannot be blank.

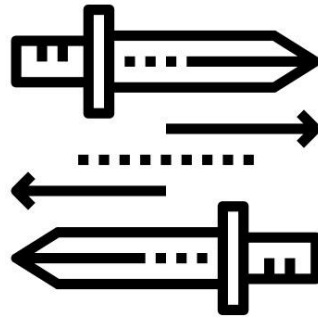
Email: Address

LOGIN

[Don't have an account? Create one here.](#)

-
- Login Screen:
 - i. Blank password.

Login



Devin@gmail.com

Password cannot be blank.

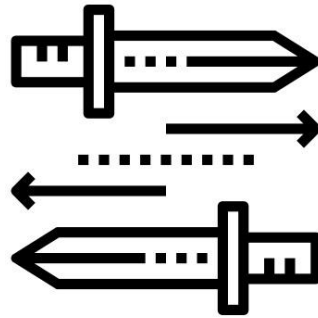
Password:

LOGIN

[Don't have an account? Create one here.](#)

-
- *Login Screen:*
 - i. Blank password and email address.

Login



Email cannot be blank.

Email: Address

Password cannot be blank.

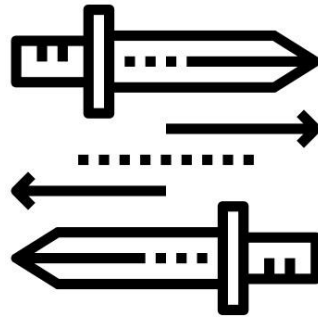
Password:

LOGIN

[Don't have an account? Create one here.](#)

-
- *Login Screen:*
 - i. Account is not registered.

Login



Devin@gmail.co

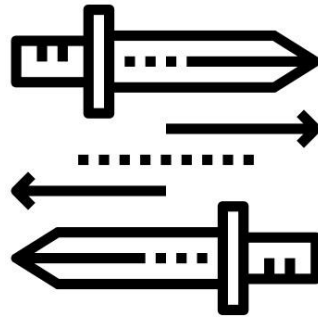
Account is not registered.

LOGIN

[Don't have an account? Create one here.](#)

-
- *Login Screen:*
 - i. Invalid password.

Login



Invalid password.

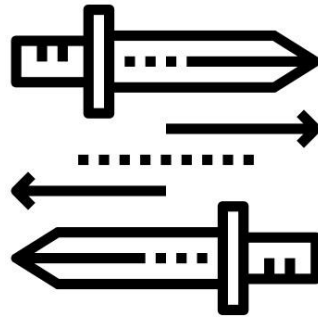
Devin@gmail.com

LOGIN

[Don't have an account? Create one here.](#)

- *Create Account Screen:*
 - i. Create an account screen for users to register for an account.

Create Account



Email Address:

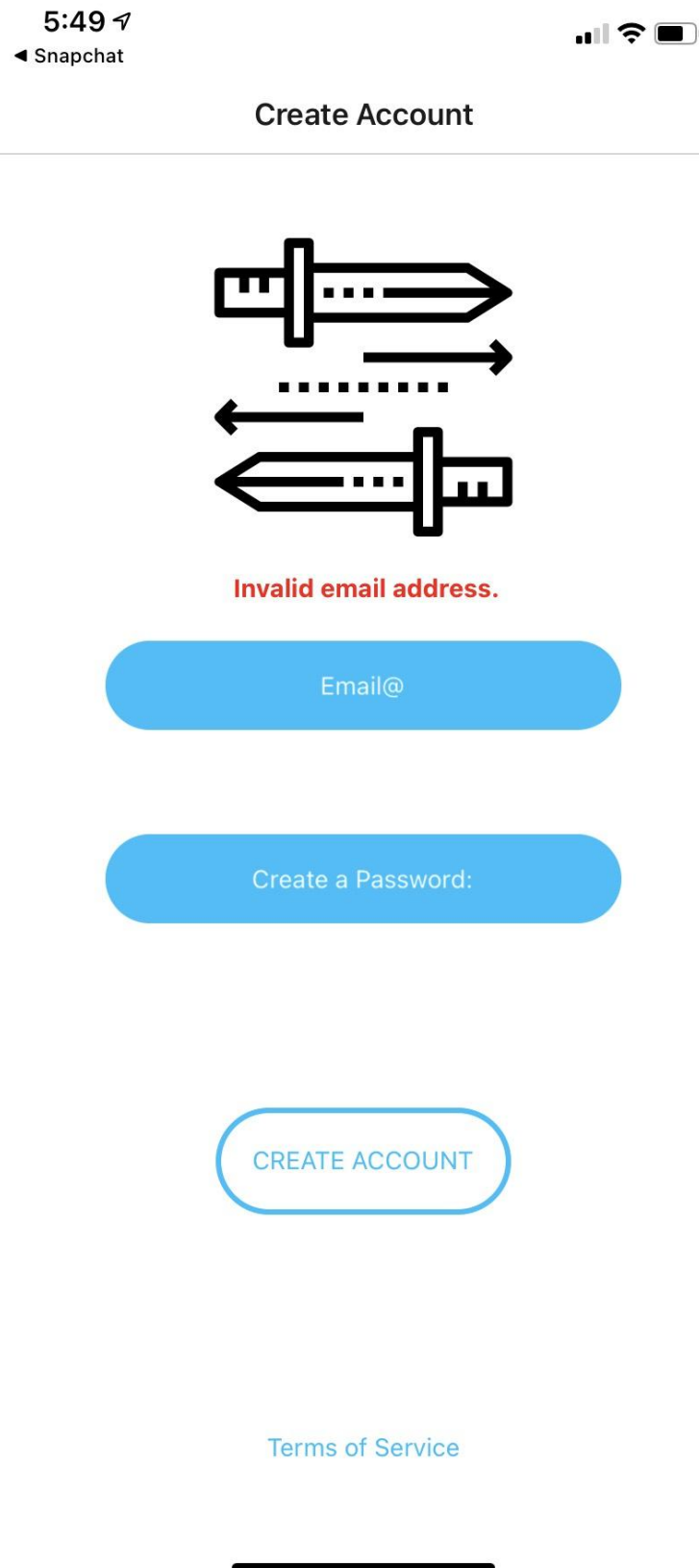
Create a Password:

CREATE ACCOUNT

[Terms of Service](#)

- Create Account Screen:

i. Invalid email address.



- Create Account Screen:

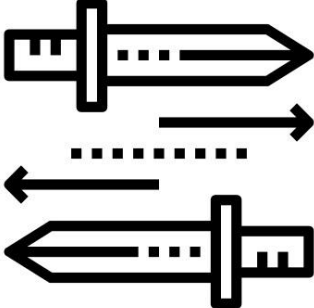
i. Invalid password.

5:50 ↗

◀ Snapchat

📶 🔒 🔋

Create Account



Email@gmail.com

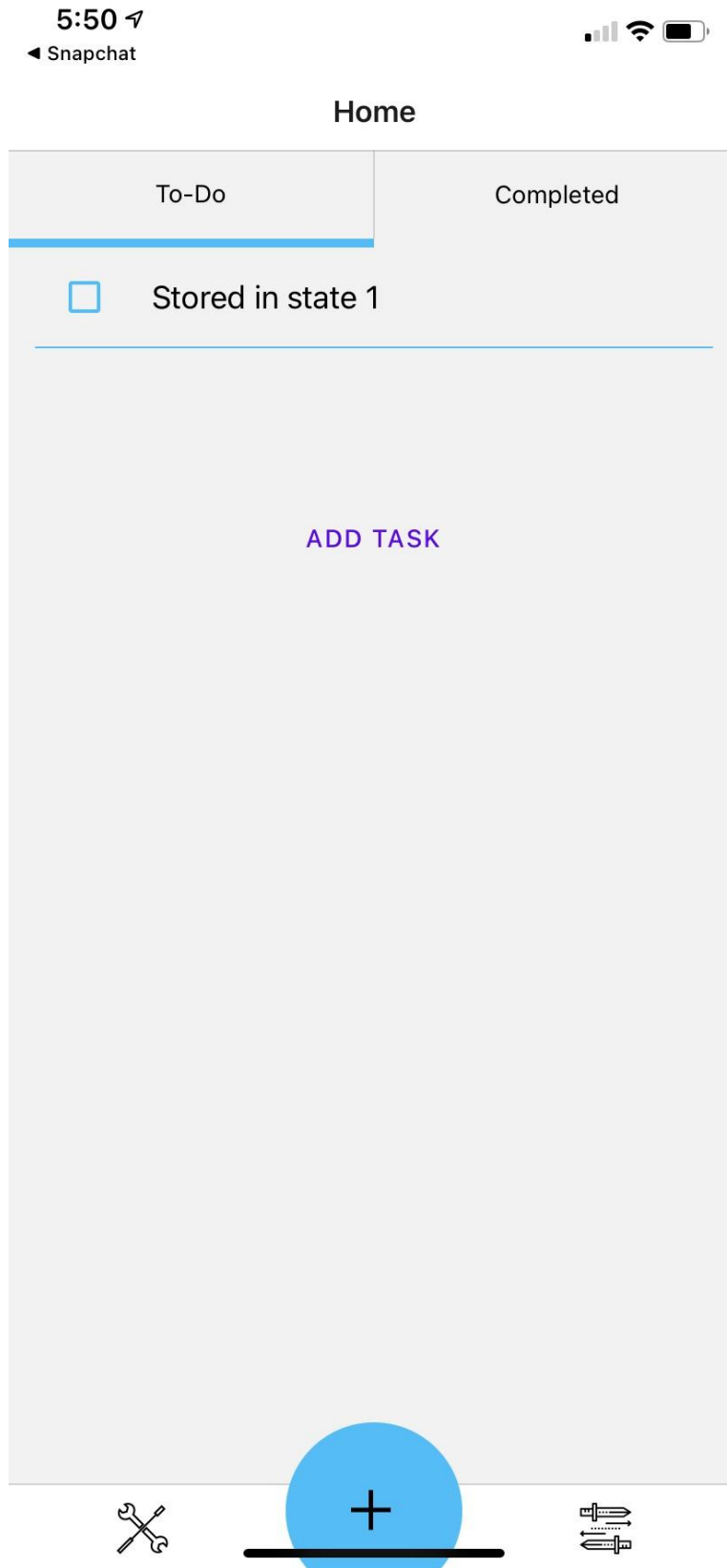
Password must contain: a minimum of eight characters, one uppercase letter, one lowercase letter, one number, and one special character (#\$@!%&*?).

CREATE ACCOUNT

[Terms of Service](#)

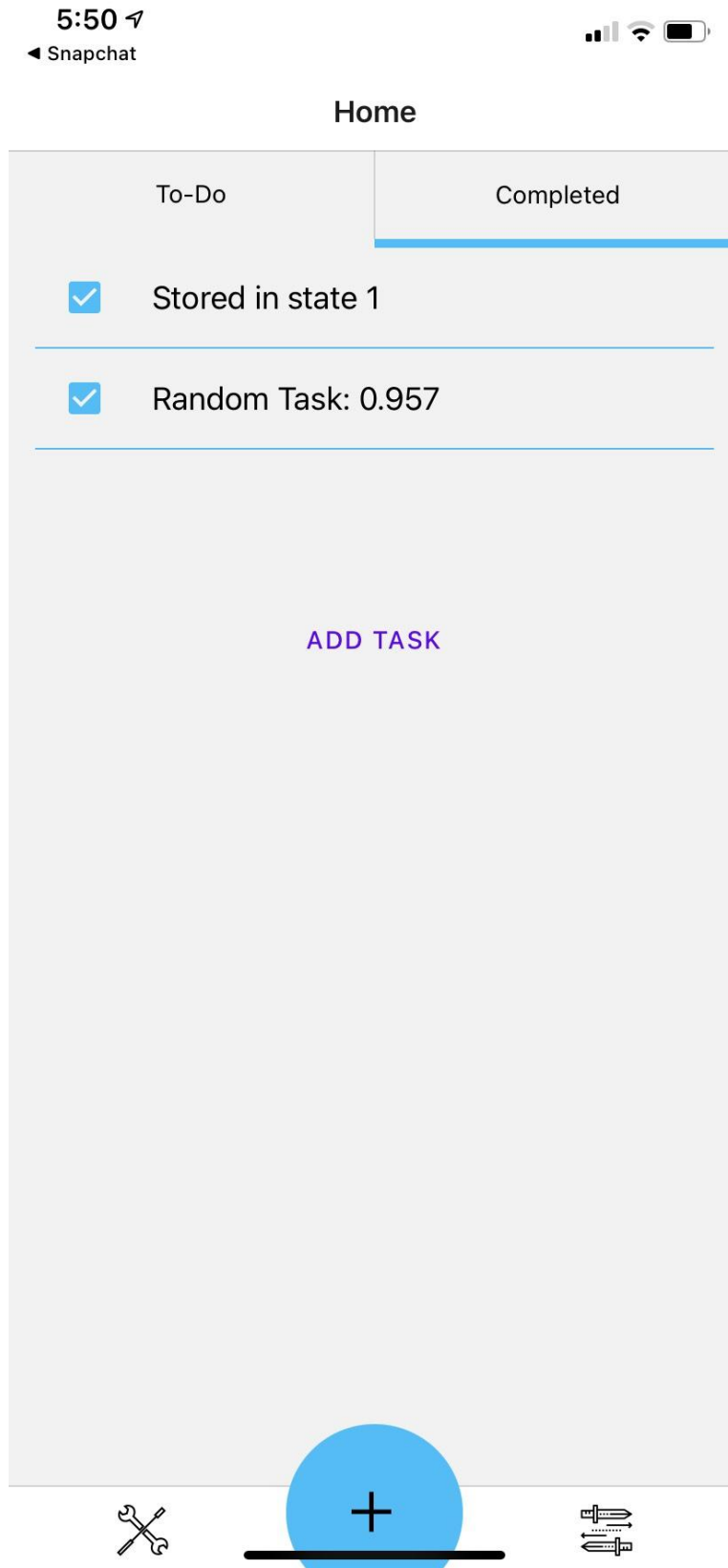
- Home Screen | Quest Tab | To-Do:

- i. Done and not yet completed quests are separated between two tabs.



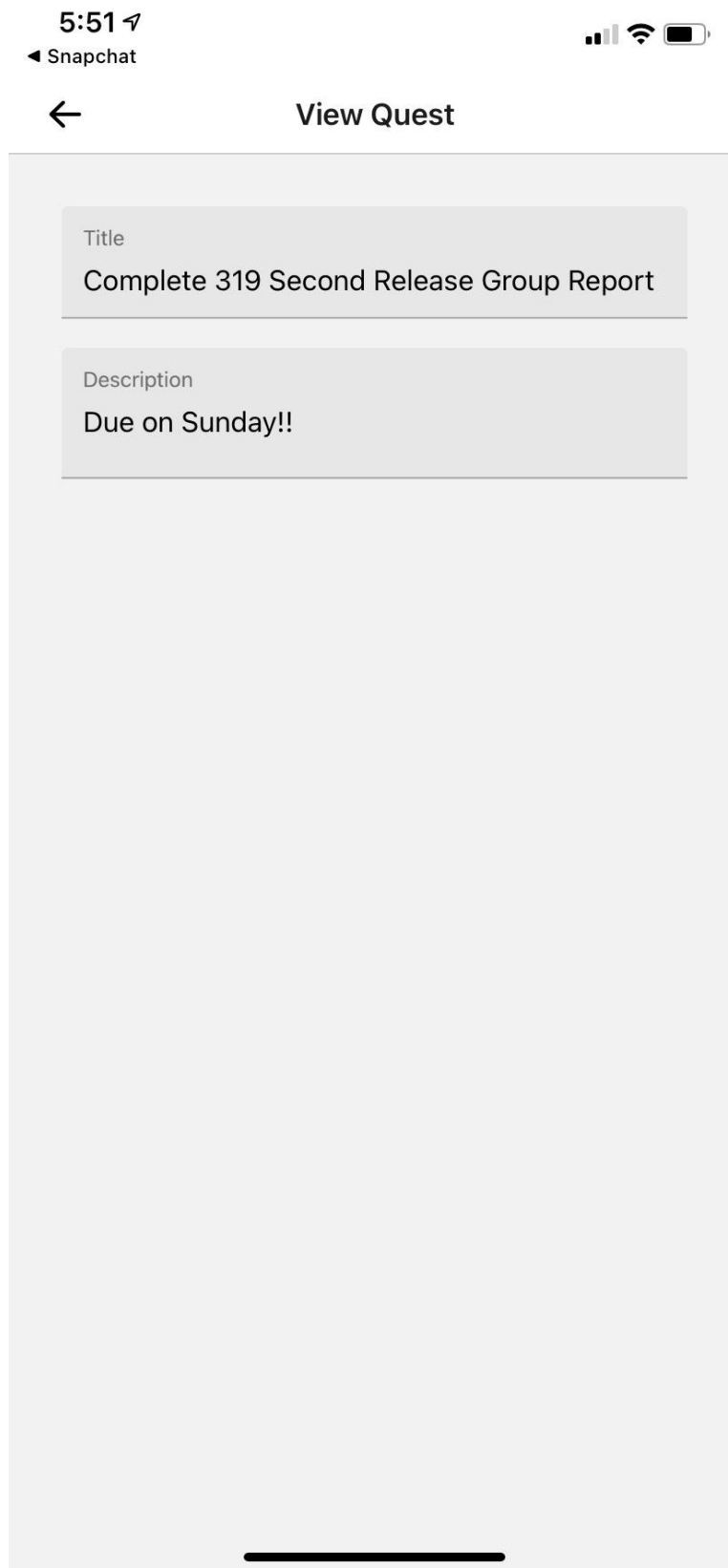
- Home Screen | Quest Tab | Completed:

i. Done and not yet completed quests are separated between two tabs.



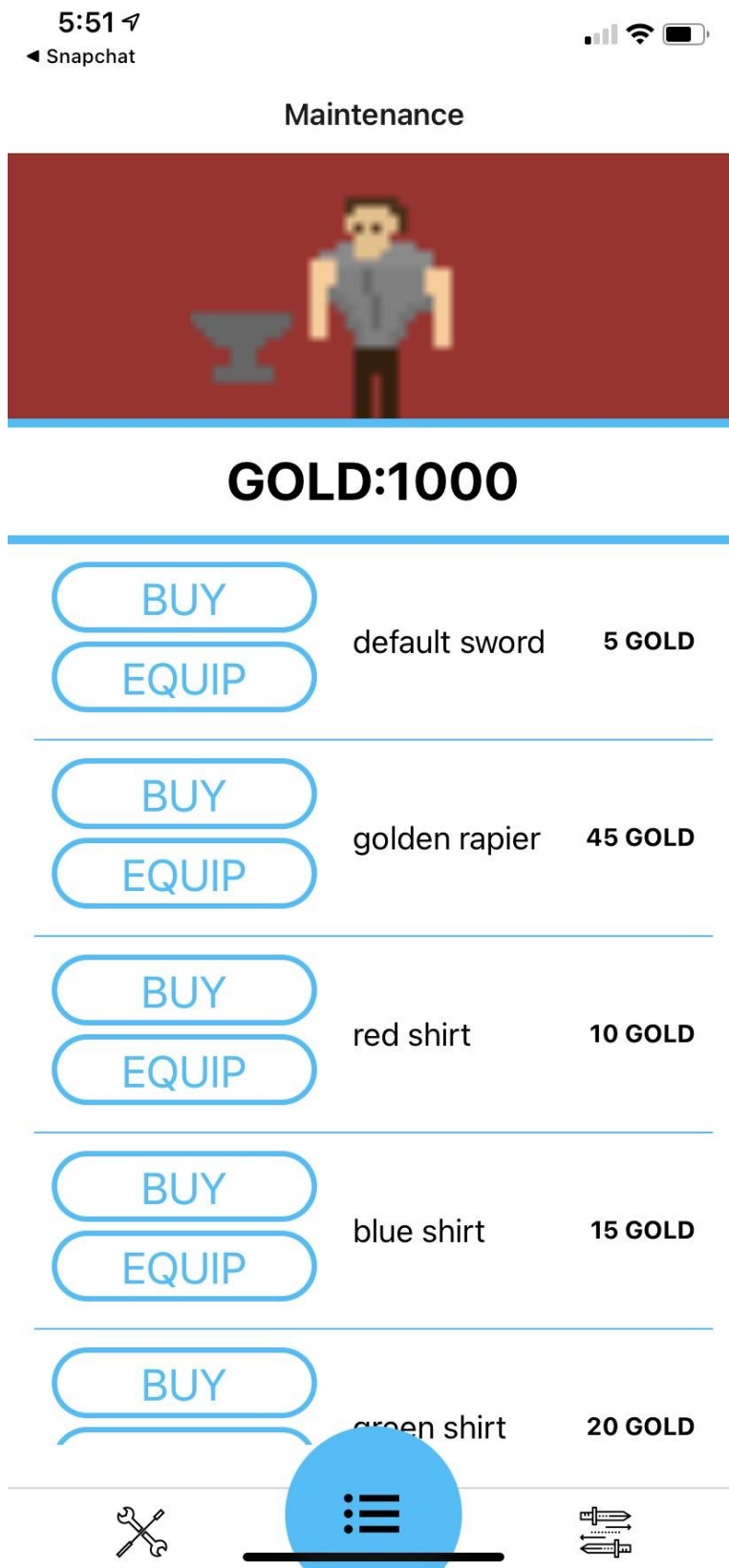
- View Quest Screen:

i. Users can now view a quest in a separate screen, which will be useful when images can be attached to quests.



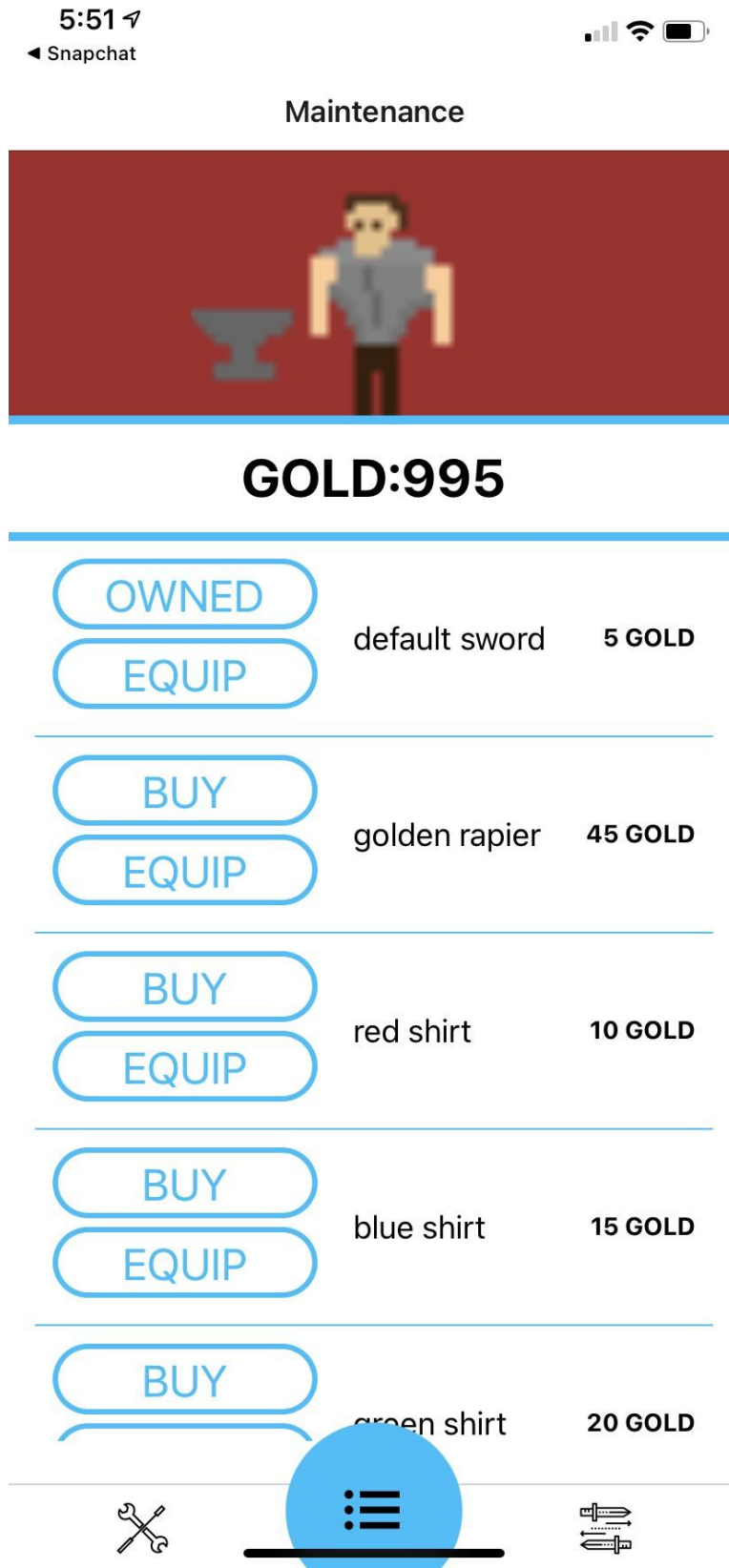
- *Maintenance Screen:*

- i. Users will earn gold for completing quests and be able to spend this gold to upgrade their character.



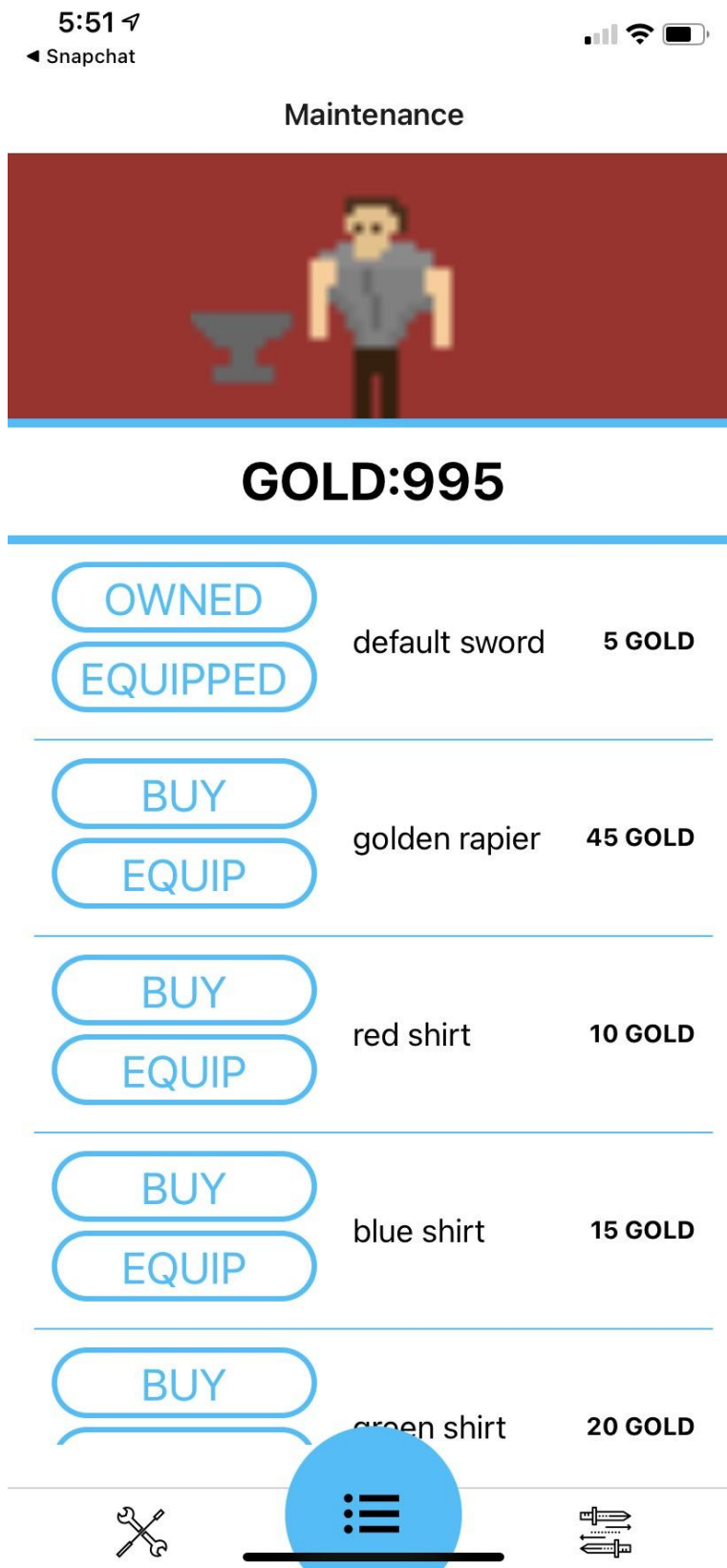
- Maintenance Screen | Buy Item:

- i. Button titles are dynamic and user's are able to purchase an item.



- Maintenance Screen | Equip Item:

i. Button titles are dynamic and user's are able to equip an item once purchased.



4. Testing:

- ☐ React Testing Library is used to validate proper functionality of all components.

```
C:\Users\13193\Desktop\school\spring2022\se319\questlife\finalRepo\frontend>
PASS components/test/StoreItemStore.test.js
PASS components/test/Login.test.js (6.263 s)
PASS components/test/CreateAccount.test.js (6.28 s)
PASS components/test/Quest.test.js (6.93 s)
PASS components/test/QuestList.test.js (7.562 s)
PASS components/test/BottomNavigation.test.js (8.953 s)
  • Console

    console.warn
      Animated: `useNativeDriver` is not supported because the native animated
      driver`. Make sure to run `pod install` first. Read more about autolinking: h

      at Object.shouldUseNativeDriver (node_modules/react-native/Libraries/A
      at new AnimatedEvent (node_modules/react-native/Libraries/Animated/Ani
      at Object.event (node_modules/react-native/Libraries/Animated/Animated
      at Screen.render (node_modules/react-native-screens/lib/commonjs/index
      at finishClassComponent (node_modules/react-test-renderer/cjs/react-te
      at updateClassComponent (node_modules/react-test-renderer/cjs/react-te
      at beginWork (node_modules/react-test-renderer/cjs/react-test-renderer
      at performUnitOfWork (node_modules/react-test-renderer/cjs/react-test-

PASS views/test/Quest.test.js (9.476 s)
  • Console
```

```
Test Suites: 7 passed, 7 total
Tests:       34 passed, 34 total
Snapshots:   0 total
Time:        10.397 s
Ran all test suites.
```

☐ Plan for 3rd Release:

- ☐ Ritvik Ambekar Story Cards (8 story points total):
 - Settings Page
 - Game Assistance with Alex
 - Refine Logout layout
- ☐ Alexander Reynolds Story Cards (8 story points total):
 - Create a game screen that connects with the maintenance screen
 - Add “stats” to the gear so that it matters what gear the player equips
 - Create game
 - Make completing tasks add gold and undoing completed tasks subtract gold

- ☐ *Patrick Demers Story Cards (9 story points total):*
 - Edit a Task.
 - Sort tasks.
 - ESLint rules.
 - Delete a task.
 - Add two fields (priority and due date)
- ☐ *Devin Amdahl Story Cards (8 story points total):*
 - Capture an Image Using a Device's Camera When Creating a Task (TBD upon further meeting with team members).
 - View an Attached Image when viewing a task (TBD upon further meeting with team members).
 - Refine consistency of appearance of 'Login' and 'Create Account' pages across different devices.
 - Adding a Switch to Toggle Between Dark and Light Mode.