

12.6.2016

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## Letter of Transmittal

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**To**

Ellen Bajcar

**From**

Team ABLE

**CC**

Dennis Nikitenko

**Re**

Transmittal of Release  
Candidate

**Comments:**

Team ABLE would like to thank those involved in the completion of our project. Many people were involved in the process of creating ABLE WARS. Both from inside our development team, and outside. Special thanks to Ellen Bajcar for helping us with the presentation and the smooth transition from Denis's guidance.

In this letter, Team ABLE gives authorization to our instructors within the Sheridan Institute, to access and test our application.

Our Release Candidate zip contains the following:

- Both Server-side and Client-side code
- Script to create database
- All assets needed for the completion of the project

In order to access our application within the VM, do the following:

1. Remote Access to: 142.55.32.86:50123
2. Log-In as "AWLEVON" with the password "Levon123"
3. You will be able to access the deployed code "C:\INETPUB\WWWroot"
4. Application is being deployed through IIS
  - a. If any changes are to be made, you have to go to command prompt with admin access and type iisreset to update changes

Clients can access the application by simply going to 142.55.32.86:50121. In order to play a client will have to register and 3 other users will be required to start a game.

In order to access our project's Git repository, please use the following URL:

- <https://github.com/dedoom/ableWARS>
- Attempting to deploy the application in a local environment might result in a failure due to the configuration changes that were required in order to successfully deploy on the VM using IIS.
  - Instructions to deploy locally are as follows

- Using command prompt, direct yourself to:  
    `..\ableWARS\LiveEnvironment` and use the command “`node server.js`”
  - NOTE: node.js must be installed

#### Last Remarks:

The current live version of our project, resides within the “Live Environment” folder, inside of our Github repo.

There are two known bugs in our current build:

- Team number is not dynamically reassigned upon client disconnects, while waiting for game to begin.
- Game appears to freeze on start, instead of indicating game start-up.

#### Missing Features:

- Leaderboard Page.
- Additional currently defined statistics for User Profiles.
- Dynamic user information in-game.
- Possible additional functionality may be inclusive in gold build.

We would like to finalize this letter, by once again, thanking all people involved in the design and development of our project. Team ABLE has learned a lot from this experience, and will certainly bring this added knowledge into our future endeavors.