



# Team Dot Dash

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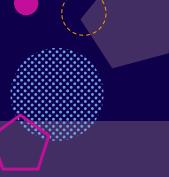












### PERN Stack



- Postgres
- Express
- React
  - reactstrap
- Node









- Server backend handling
- Functions as an API
- Socket.IO for multiplayer
  - Didn't get to it









We used **Trello** as our project management tool.

We believe it deserves 3 stars since it helped us with organization but we found it was a bit tedious to keep up with.



#### Communication



We used Slack for general project updates as well as sharing links.

We used this frequently and give it a 5 star rating.



#### Discord

We used Discord for online voice meetings when we couldn't meet in person.

It allowed us to
collaborate more
frequently. 5 stars.

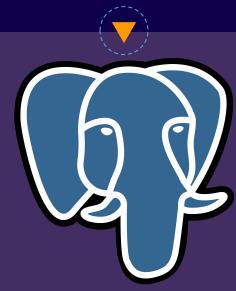


VCS Repository

We used **GitHub** as our VCS repository.

GitHub is easy to use and we used it frequently so we give it a 5 star rating.



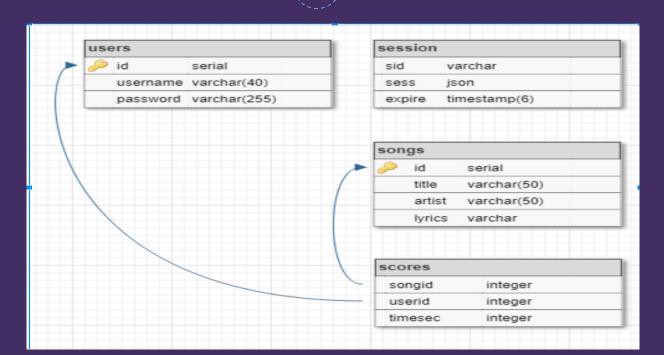




This is where store our login info, scores, and songs. We think it works fantastic 5/5



### Postgres Schema





- 2 dynos
- One for front-end
   and one for backend
- Postgres provided by Heroku

The ease of use and ability to collaborate makes us give it 5 stars.







# Project Management Methods



- Waterfall
  - We used the waterfall method as we thought its simplicity would be better suited to our vision of the game.
- Peer review
  - Throughout the life of the game, we reviewed and revised each other's code to fix issues quickly.







## Collaboration



- Early collaboration in the project allows for more efficient work later.
- Better planning = easier teamwork
- Communication is super key to good collaboration
- At the end, it took no time to arrange meetings and to help out when needed.

"If everyone is moving forward together, then success takes care of itself."

- Henry Ford



## React



- A few of us had never used React before this.
- Creating and deploying a project in a new language is an incredible way to learn it.
- Starting early gives you time to have mistakes and learn through them.





# How a Project Pipeline Works



- Some of us were brand new to the pipeline process and this assignment was the first to need one.
- Connecting frontend to backend seems daunting at first but it's actually not too bad to do with the tools we used.
- We now have an understanding of a very useful concept.





