

UNAMED







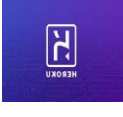

Project-Milestone 6

Section: 105 – 5

Team: A-Team

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McElwain

Project Tools & Purpose

#	Tool		Purpose	Rate *****
VCS REPO	GIHUB		Project management through discussion and documentation	***
Project-Tracker	-		Our group heavily used simple telephone communications. However, the intended plan was to either create personalized project tracker or use commercial such as Asana which would have helped us greatly with organization, goals, and implementation.	*
Database	MySQL		MySql helps us create and manage Databases and HTML codes for our application.	*****
--	JavaScript		JS is an essential part of designing a dynamic & user-friendly website and game.	*****
--	HTML CSS		HTML & CSS tools are used to develop user's front-end website where the game is playable.	*****
Testing Tool	PyUnit		Given time team would have used simple embedded with visual studio unit tests with Python. It would help real-time testing to track and fix any issues.	*
Deployment	Heroku		The purpose of Heroku in our project is for deployment purposes as well as management and scaling. In our case we will deploy local MySql database to Heroku and utilize Heroku to release app to the users/web	****
METHODOLGY USED	AGILE		Agile is purpose for our project is for its adaptivity, to preserve time. Ideally given the circumstance, Agile could provide us a comprehensive collaboration in which we revise and develop our project continuously.	***

Project Hardships:

- We have faced several issuing after transitioning into the Virtual learning which has created a very difficult situation for proper communication. I personally found hard to cope with the situation we are in quick enough.
- The lack of communication and determination from all of us has created a huge void in our project.