Group P28

Yousef Al-Absi & Ethan Williams

Check List

* Tic Tac Toe done in React with two-player handled through socket.io (mostly TicTacToe.js)
* Authentication with React sending request to Express which queries the MySQL database via Knex (SignUpOrLogin.js & routes/user.js)
* Running the app is a little complicated, but everything to start each piece correctly is in the readme

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A game arcade built with React, Express, Knex, p5, and Socket.io

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Overview

For us, the goal of this portfolio was to use new frameworks that we had done a little in class or had not covered. As such we chose a smattering for our different uses. Since the leading JavaScript framework in the industry right now is React, this was a natural choice for what to learn for this portfolio. We were also interested in Express because neither of us have had much experience with it, and after learning Laravel for homework 5 we wanted to compare and contrast how they were. For communication with our database we needed a good library, preferably with easy method syntax. We decided on knex.js because it can be used for a variety of different databases so we can use it on other projects in the future. Finally, we just wanted to play around with p5 because we’ve heard a lot about it and never had much of a chance to try it out.

New and Complex

One new and complex part of the project was the setup. Using React and Express together wasn’t bad and only took an hour or so. Setting up the MySQL server and connecting it using Knex was more of a challenge. Getting data from the database to React was a pretty long process, but once we figured that out and had a good handle on it the rest of the project followed pretty smoothly.

Another new and complex part of our portfolio was that we have a two-player game written in React and socket.io. We haven’t done sockets in the browser so it was a fun challenge. We also went the extra mile and have the sockets set up so that only 2 people can play at a time and go back and forth. For example, after opening 2 tabs, a 3rd one won’t play the same game, but will wait for another “player” to join so that it can have its own game. Getting everything handled correctly was a pretty big challenge especially integrating it with React, but the end result turned out really well.

Bloom’s Taxonomy