

List of Technologies

Team JASSHANDS

Below we detail the technologies we're currently considering while figuring out how to implement our real-life RPG application. Many of them are technologies we've used before in class, but we have a couple new APIs and frameworks we'd like to look at. We've created two lists: a list of all the technologies from class and one of new materials. Below the list of new materials, we'll briefly discuss what we plan to use each new technology for.

Old Technologies

- Javascript
- HTML
- CSS
- DOM manipulation
- jQuery
- AJAX client
- AJAX server
- node.js
- websockets
- server-side MongoDB database
- client-side caching and localStorage

New Technologies

- Google Maps API
- Google Calendar API
- Foursquare Core API
- jQuery UI
- Heroku Blower.io
- Heroku Mandrill
- PhoneGap

Google Maps API

Since our game involves exploring the world and using geolocation to find friends and battle monsters, we plan on using Google Maps to make a stylized map for the game where the player can see their location in the overworld relative to nearby enemies and allies.

Google Calendar API

We plan on keeping track of the player's daily schedule and scheduling the game around his/her classes. This means that the game will get your Google Calendar and use it to remind you when it is time to go to class. If given permission, the Calendar API will allow us to get your calendar.

Foursquare Core API

Since we plan on keeping track of your calendar, why not allow you to check into classes to reap in-game rewards? We'd like to look into the foursquare core API to setup class check-in.

jQuery UI

jQuery UI's drag and drop sortable and modifiable lists could be useful for our questlog.

Heroku Blower.io and Mandrill

Heroku Blower.io is a simple API that allows for quick SMS messaging, while Mandrill is an API that allows apps to send transactional email. We want to look into these for communication between allies.

PhoneGap

It's not technically a new technology since we've just gone over it in class, but we're putting it here since we haven't had any practice in it yet. PhoneGap has a wide variety of features we'd like to explore. Two in particular stand out to us, which are the geolocation and notification features. The geolocation feature of PhoneGap will allow us to get some grasp of the player's location even when he or she is out of GPS range and only on wifi. This is useful for deadzones like Wean's stairwell. Notification features could be used in a variety of ways: for instance, the calendar API will give us your calendar, but how do you make sure you don't miss a class? It'd be great if we could set notifications when a class is coming up.