



X Marks the Spot

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Build Instructions


Front-end:

1. Navigate to dev/frontend.
2. Once in the folder, run `npm i`.
3. Then, run `npm start`.
4. Go to <http://localhost:3000> to interact with the front-end.

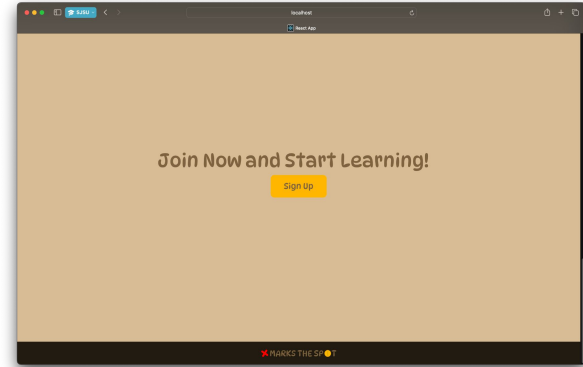
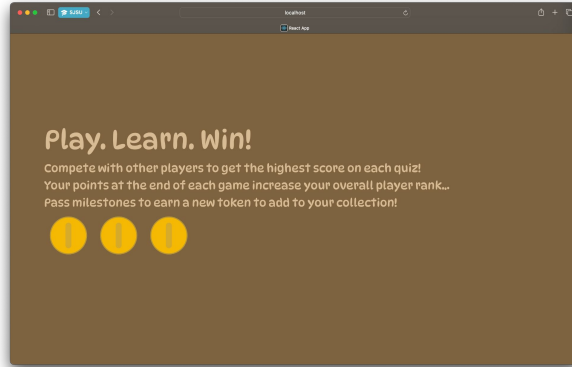
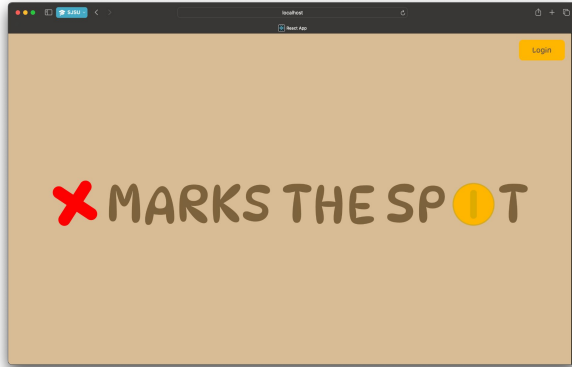
Back-end:

1. Navigate to dev/backend.
2. Installations: `pip3 install Flask`; `pip3 install flask_cors`; `pip3 install jsonify`; `pip install flask-mysqldb`; and `pip install pyyaml`;
3. Once in the folder, run `python3 server.py`.
4. Go to <http://localhost:5000> to interact with the back-end.


Optional Steps: Use the Back-end with a Virtual Environment

1. Run `python3 -m venv venv` in the backend folder
 2. Navigate to `source venv/bin/activate`.
 3. Run the installations commands.
 4. After installing, run `python3 server.py`.
 5. Go to <http://localhost:5000> to interact with the back-end.
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Landing Page (scrollable view)



Login and Signup Page




XMARKS THE SPOT LOGIN!

Username

Password

LOG IN

[Don't have an Account? Sign Up](#)



Let's Get to Know You a Bit!

First Name

Last Name

Email

Password

Confirm password

Sign Up

[Already have an account? Login here](#)

List of Product Features

Completed:

- Landing Page
- Login Page
- Sign Up Page UI
- Initial Database Setup
- User Dashboard Page UI

In Progress:

- User Authentication
- Sign Up API
- Game Page UI
 - Module Selection Page
 - Start/Join Page
 - UI for each of the Question Type Views



Time for the Demo!



Partner Teams

Previous Teams:

- **Week 3:** Beyond Bottles
- **Week 5:** Geounity
 - Verified build worked

Current Team:

- **Week 7:** Jump and Launch
 - Verification of build TBD
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Issues

- Accessibility concerns for screen-reading (ensuring image description for a picture-based question does not give away the answer)
 - Cannot be addressed yet; only applicable further into work on game mechanics
- Looked into making the “free response” questions into something simpler for grading (fill-in-the-blank)

