BATTLEFIELD

SEMESTER-PROJECT 24/25
TAMAS LIPTAK

LINK TO REPO

Sprint Goals

The following goals were set:

- ✓ Resolve existing bugs (help needed)
- ✓ Upwards screen resolution compatibility (4k)
- ✓ Make the Locker page fully responsive

Additional Progress beyond Sprint goals:

- ✓ Dynamic slideshow on Game pages

Difficulties

Debugging is the hardest stage of this project as of now.

Upwards screen resolution compatibility was the easiest part, because not a lot of changes were needed. Making the Locker page responsive needs the user to use their phone in landscape mode, which was solved by using a splash overlay.

A dynamic slideshow is now used for more content/depth, that automatically switches with a fade animation between different images of the game, including a progress bar and dots to visualize the slideshow.

Store page bugs were not fixable; help is needed by relevant teacher.

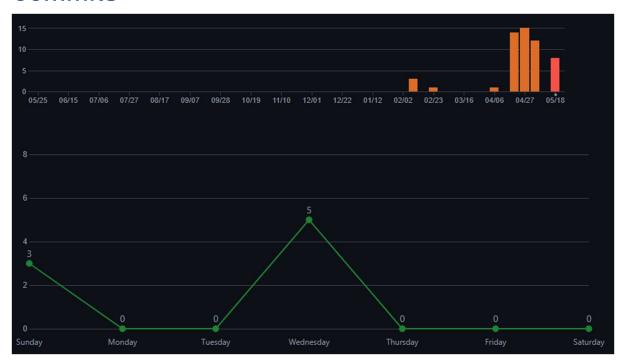## Current State

The website is approximately 90% complete.

Next Goals

- o Battlefield Labs content
- o Store page bug fixes

Commits

Code Frequency