Team Number: 3

Team Name: Team Pluto

Team Members:

- Sam Williamson
- Veda Jammula
- Jaylee Chase
- Jack Flaherty
- Chandler Phillips
- Suyogya Poudel

Project Features List:

- 1. Log in page
 - -the user can login by inputting their password and email
- 2. Registration page
 - -user creates an account
- 3. Design Levels
- -user can create their own levels with different resources provided such as powerups, obstacles, etc
- 4. Browse/search levels
 - -a page that shows levels available to be played
- 5. Play level
 - -after selecting a level, user is directed towards the page where they play it

Wireframe:

Home Page: Jack

Login/Registration: Veda

Browse Level Page: Jaylee

https://github.com/CSCI-3308-CU-Boulder/3308SP21_section014_3.git

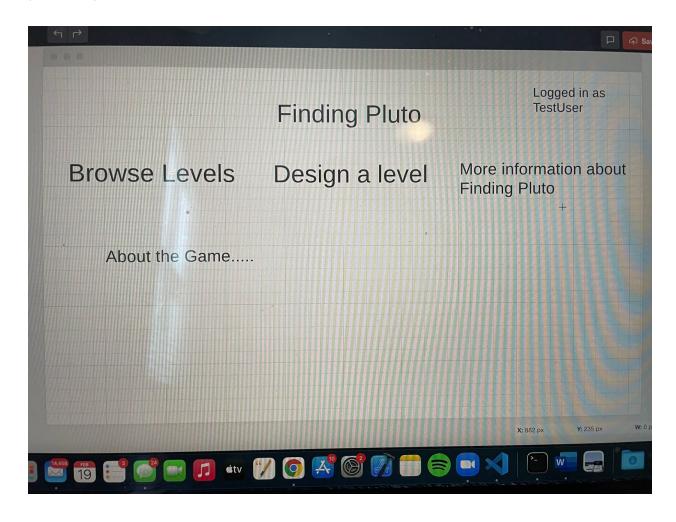
Design Level Page: Sam

Play Level: Chandler

Info Page: Suyogya

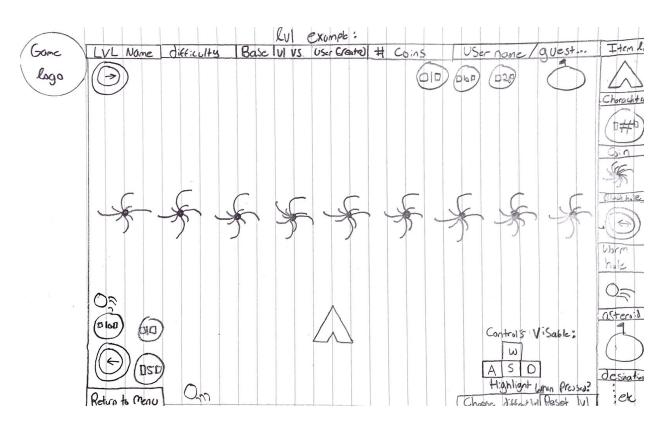
WireFrames

(bootstrap)

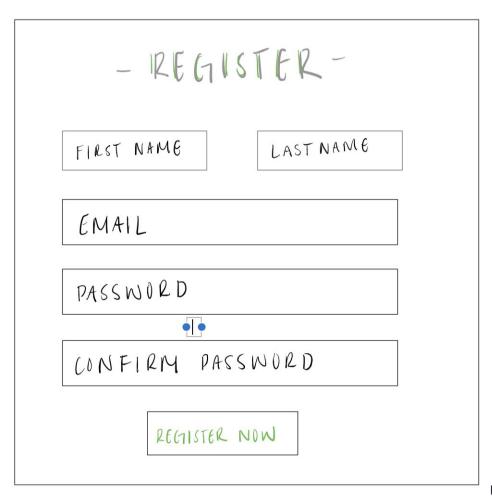


•				
	Go back Finding Pluto-B	Account info		
	Base levels 1. (10 basic levels create 2.	LSIGN OUT		
	choose level by difficulty			
0	Name of level	m Hard		
	Name of level	created by user		
	i	•		
,	Play with friends! Scient	a level and user to begin Invite users:		
	0	•		

Logo/Banner/Art??/Title/	Design Stuff	evel Name
Evac	Place Charater	Previou Level
	Drow -	
	Praw Eval	Erase Evac
333	Zone	Zone
00		
DINANARANA	(Select Block Type)	Select Coin Type D
	Place Blocks	Place Coins
	Must select type	Must select type
Level Description. Pictured above, example level.	Edit Level	Edit Level
	pescription	Name



FI	NDING PLUTO PLAN-IT TO PLANET
	- LOGIN -
	PASSWORD FORGIT PASSWORD
	DIN'T HAVE AN ACCOUNT? REGISTER NOW



Using bootstrap

Project Management Board Link

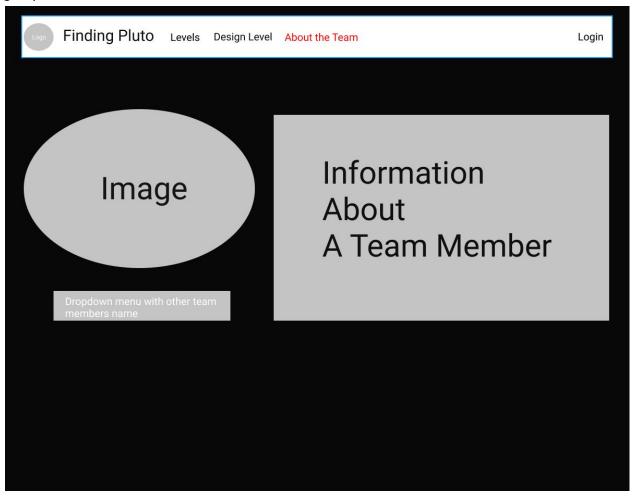
Individual Contributions:

Veda: I created the login page/ registration page wireframe by drawing out how the UI would look like. I uploaded the images to our github repository in the correct folder. I also worked on the gantt chart with the other team members. We also worked on the jira board and added user stories.

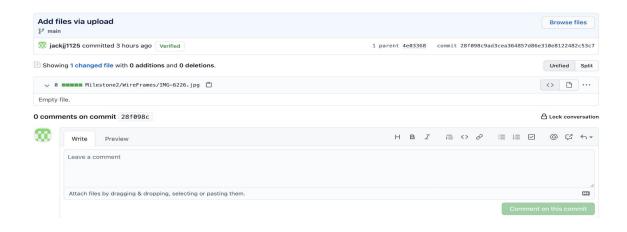
Sam: I created a design level wireframe (i.e. the page that would allow a user to design their own level). I planned out how level editing functionalities could be displayed to the user in a user friendly way.

Chandler: I created the play level wireframe by drawing out how the UI would look. I worked on the gantt chart organizing what our project timeline is going to look like. I also helped with the jira board adding the user stories, and added the images to our github repo in the correct folder. Jaylee: I created the browse level wireframe, the page where users would go to choose a level to play and also see the featured levels created by other users. I also helped with the jira board, by adding difficulty to the user stories and helping assign each user story. In addition, I helped create the gantt chart along with the rest of the team.

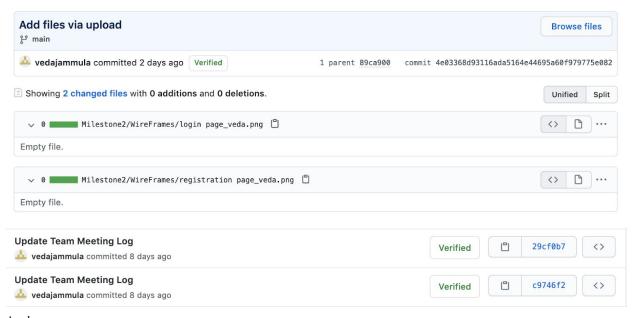
Suyogya Poudel: I created the *About The Team* wireframe, which has information about all the group members as cards.



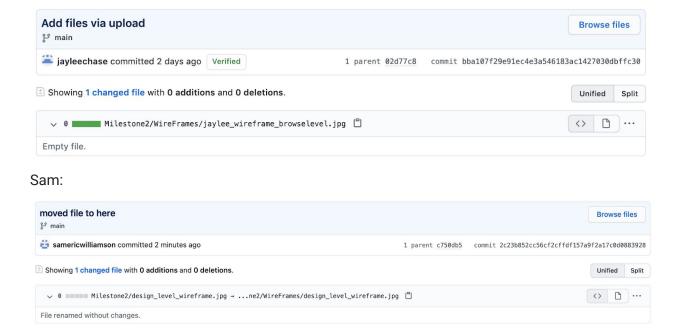
Jack: I created the homepage wireframe and committed it to the github repo, helped with the jira board and user stories, and helped plan out our timeframe for project goals.



Screenshots of github commits: Veda:

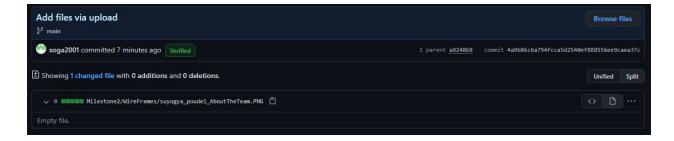


Jaylee:



Suyogya:





Chandler:

