

Team Number: 3

Team Name: Team Pluto

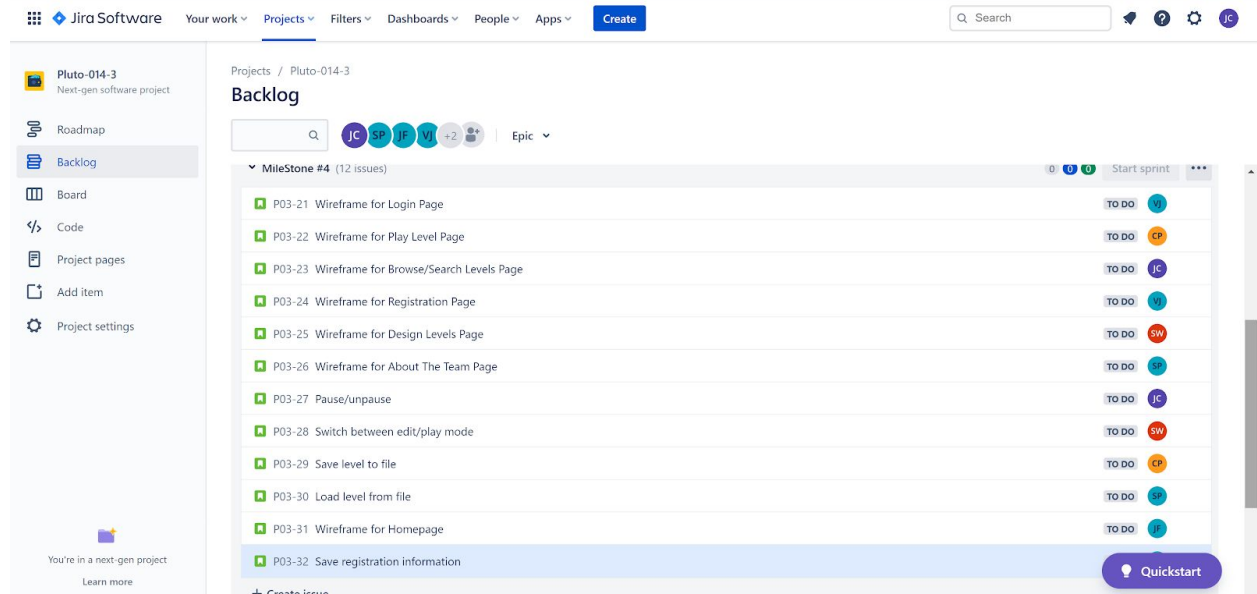
Team Members:

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

Project Features List:

1. Login 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
 - Live level design (gameplay remains active as level is edited)
4. Browse/search levels
 - a page that shows levels available to be played
 - Search by
 - Creator
 - Difficulty
 - Level name
 - Other attributes
5. Play level
 - after selecting a level, user is directed towards the page where they play it
 - Button to toggle rotational inertia on and off
 - Button to pause the game
 - Button to the main menu
 - Button to next and previous level
 - Button to switch to edit mode
6. About the Team
 - Has information about the team members

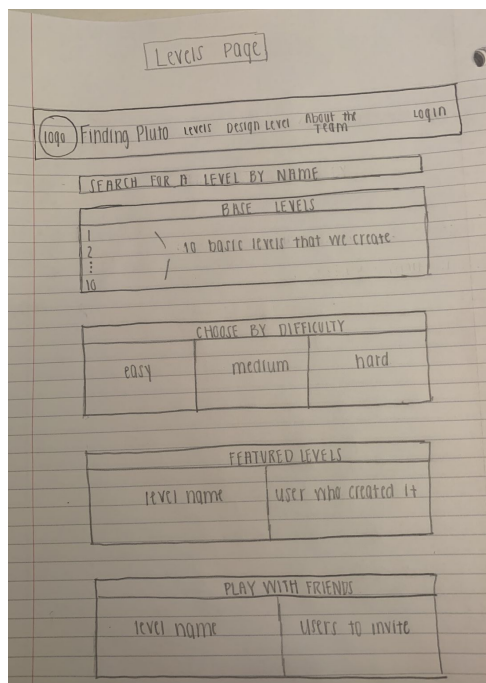
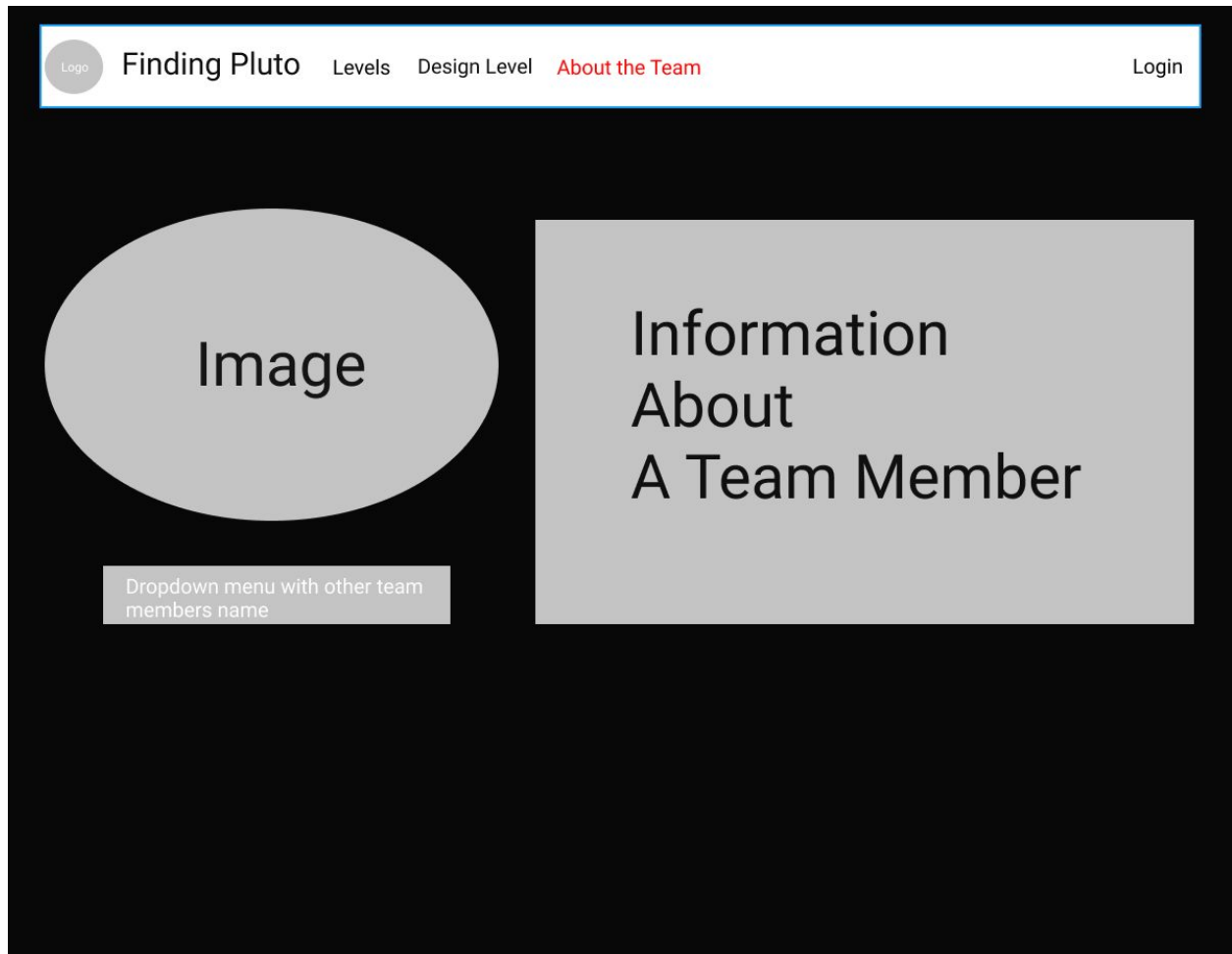
Jira Board



Architecture Diagram

Is posted to github (under Website/other)

Front End Design



FINDING PLUTO

PLAN-IT TO PLANET

- LOGIN -

EMAIL

PASSWORD

[FORGOT PASSWORD](#)

[DON'T HAVE AN ACCOUNT?](#)

[REGISTER NOW](#)



Finding Pluto

Levels

Design level

About the team

Login

About the game

Play the game

- REGISTER -

FIRST NAME

LAST NAME

EMAIL

PASSWORD

CONFIRM PASSWORD

REGISTER NOW

Play Game:

Logo Finding Pluto Levels Design Level About the Team Login

Level name : original/creator:

Health

Main menu

Next Level

Previous level

Toggle inertia: on

PAUSE

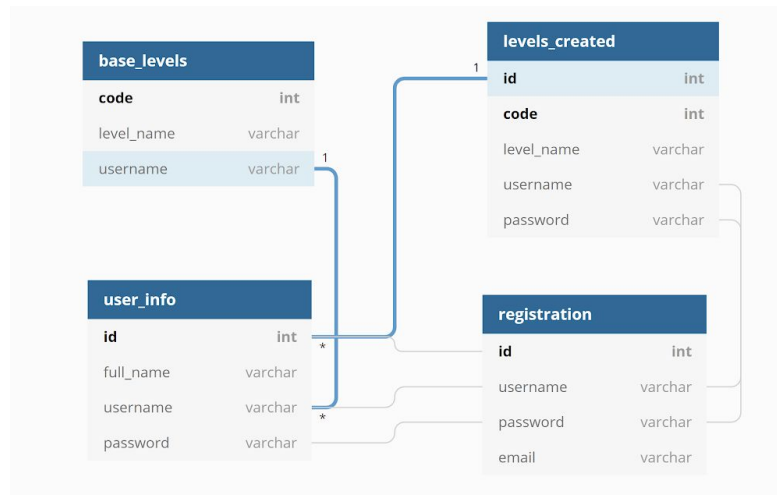
Player Black Hole Destination Wall

Edit/Create Own Level

Web Service Design:

-Not using any web services

Database Design



Summary: We are using MySQL to create tables in order to store user information and level information. When a user creates an account, we store all of the registration information in a table, and then when that user returns we can access the information. We will also store the level information in a table so that the user can choose which level they want to play.

Data Being Stored in Database:

- pre-made levels
- levels created by user
- login information
- registration information

Specific DBMS Technology:

- MySQL
- PostgreSQL

Individual Contributions

Chandler: I have worked with team members in order to get a lot of the front end design and development done. For my personal work I have made the front end html for the login page so far and I am currently working/helping on implementing the javascript in order to pass the stuff to the database.

https://github.com/CSCI-3308-CU-Boulder/3308SP21_section014_3/commit/8b3a59ca565e930d9ccfa72c4d5056045e2e3eab

Jack: I have collaborated with team members concerning front end design and development. I have also been working on the registration page, and have implemented javascript tools for password and email confirmation steps on the registration page.

https://github.com/CSCI-3308-CU-Boulder/3308SP21_section014_3/commit/00d7ddd7d5adc335b64e01ce70ac9041b009c64c

Jaylee: I worked with the rest of the team to help debug the front end code. I also worked with Veda on the database, using mySQL workbench to create tables to store the user and level data. In addition, I created the wireframe for the browse levels, or just levels, page.

https://github.com/CSCI-3308-CU-Boulder/3308SP21_section014_3/commit/441a563d74b4f4e0acaa67cc8551c7b72d5a09ed

Sam: I have continued building on the features of the game, working towards a full working prototype that can be incorporated into the website. There are numerous features I have begun to work on, although I am prioritizing completing core features and will circle back to the details later.

Suyogya: I am in charge of connecting all the html that my team members created together. Mostly completed the "About the Team" page and all it needs is description of the team members. My wireframe was already made and the website design was based off my wireframe so I didn't change it.

https://github.com/CSCI-3308-CU-Boulder/3308SP21_section014_3/commit/1b57d1e118aac57dccb8877492a9fdab23d85417

Veda: I created the wireframe for the registration and the login page. I am working with Jaylee on the database part by using mySQL workbench to get a good start on how to store the data. We are waiting to complete Lab 7 since that has a lot of the information on how to connect front-end and back-end.

https://github.com/CSCI-3308-CU-Boulder/3308SP21_section014_3/commit/251563b1b03c1b41fab62a42b0502e7fa90c183f

Challenges

- Connecting with database through HTML
 - Solution: must solve this problem. Look back at Lab 7 once it is finished.
- Getting comfortable using Jira
 - Solution: we can set aside a time to meet to familiarize ourselves with the software so that we can be better about keeping up with it.
- Balancing this project with other commitments, especially being remote this semester
 - Solution: Plan out each day and set aside a specific amount of time to work on the project.