

REMINDER: Sign up for presentation slots

Milestone Instructions

Team Number: 3

Team Name: Team Pluto

Team Members:

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

User Acceptance Tests:

1. Users register then login into the website

-The user will open the website which is a .html file. Once they click the register button it will open up the register.html file. They will complete the form and press submit then the information will be stored in our "users" database. This information will be pulled from the database when the user logs in. After they finish registering, it will log them in automatically and go to the levels page. If someone was not a first time user then they would click the login on the HomePage. Once they type in their username and password into the login fields, it will search from the users database using a Select statement in the Post request in the server.js. We could use console.logs to check if it is entering the two Post requests. We also used docker logs to see the error we were getting with the docker.

2. Moving forward to levels or going back to other levels

-The user can have the options to go to the next level or go back a level using the buttons at the bottom of the game. Once you click the next level it loads one of the strings that is hard coded in the js files. The string has the information of the blocks and placement that creates the level.

-Test cases for switching levels

- Edge cases:
 - At last level, next level does nothing.
 - At first level, prev level does nothing.

- Otherwise, next level loads the next level, prev level loads prev level.
- Reset level reloads current level.
- Death (from collision with block) resets level.
- Victory (entering the landing region) results in progressing to next level.

3. Placing your own blocks/ obstacles

-The user will be able to place and move their own obstacles thereby designing their own levels, they will also be able to reset the level if they want a clean slate. The user is able to click and drag to place or erase blocks. If the position where the user initially clicks does not contain a block, then dragging the mouse will create blocks. If the original click site already contains a block, then dragging the mouse will erase blocks.

-Test cases for block placement

- Click and drag starting from no block
 - Expected outcome: all spots touched by mouse gain a block. If you drag over an existing block, nothing happens.
- Click and drag starting from block
 - Expected outcome: all blocks touched by the mouse are erased. If you drag over an empty spot, nothing happens.
- Click without dragging:
 - Expected outcome: toggles visibility of block being clicked

-Test cases for black hole placement

- Clicking an existing black hole deletes it.
- Clicking where no black hole exists creates one.
- Dragging the mouse does nothing, although the initial click behaves according to the 2 points above.

Individual Contributions:

Sam Williamson:

I have been working on the functionality of the user ability to edit a level, and on the game file's ability to load a saved level. I made aesthetic changes to the game play, like visible propellant and a cleaner player design.

https://github.com/CSCI-3308-CU-Boulder/3308SP21_section014_3/commit/40429bd71b865e25ed9070661d47ae9069bf8c1d

Veda Jammula:

I have worked on the back end with Jaylee and the rest of the team to figure out how to save the registration table. We created two Post requests and are working on making an ajax request. Currently our database is being created but there is no data being stored to it because when we return the rows it says it's empty.

https://github.com/CSCI-3308-CU-Boulder/3308SP21_section014_3/commit/2124686eb57afa9a72945d0016fa0d8230a47f91

Did commits for back end with Jaylee - will add co author contribution next milestone

Jaylee Chase:

I have worked on the back end with Veda and the rest of the team to figure out how to save the registration table and all of the other data. Veda and I made two post requests to save the registration data and fetch data when users attempt to login. Our database is functional, but no data is being stored yet. We have a couple of small fixes but for the most part it's functional.

https://github.com/CSCI-3308-CU-Boulder/3308SP21_section014_3/commits?author=jayleechase

Did commits for back end with Veda - will add co author contribution next milestone

Jack Flaherty: Since our last milestone, I have continued to brainstorm with my team members on project specifics, have worked on polishing parts of the website, and have been coordinating with Jaylee and Veda on how we can work our backend data into the website pages.

https://github.com/CSCI-3308-CU-Boulder/3308SP21_section014_3/commit/69b5ecbbaade301a8b8de8792a10bf4e0a11b5f1

Chandler Phillips: For the project, I have worked with my team in order to make some more of the html, connecting the html, and worked on some of the javascript and connected some of the

Javascript to the html. Most recently I added buttons on our game for users to interact with when creating/ playing levels.

https://github.com/CSCI-3308-CU-Boulder/3308SP21_section014_3/commit/2e361e5e5c4434c6141ef6c9b734e5eb1768071e

Suyogya Poudel: Since the last milestone, I have worked with Chandler in creating buttons and how to make it function on clicks. I have also fixed some minor grammatical issues on our website. I also worked with Sam to brainstorm features we want to add to the game.

https://github.com/CSCI-3308-CU-Boulder/3308SP21_section014_3/commits?author=soga2001

Jira:

Projects / Pluto-014-3

Backlog

JF SP VI JC +2 Epic

P03-21 Wireframe for Login Page	DONE	JF
P03-22 Wireframe for Play Level Page	DONE	CP
P03-23 Wireframe for Browse/Search Levels Page	DONE	JC
P03-24 Wireframe for Registration Page	DONE	JF
P03-25 Wireframe for Design Levels Page	DONE	SW
P03-26 Wireframe for About The Team Page	DONE	SP
P03-27 Pause/unpause	DONE	JC
P03-28 Switch between edit/play mode	TESTING PHASE	SW
P03-29 Save level to file	DONE	CP
P03-30 Load level from file	DONE	SP
P03-31 Wireframe for Homepage	DONE	JF
P03-32 Save registration information	IN PROGRESS	JF

+ Create issue Quickstart