

Title: of the project

Return to Pluto

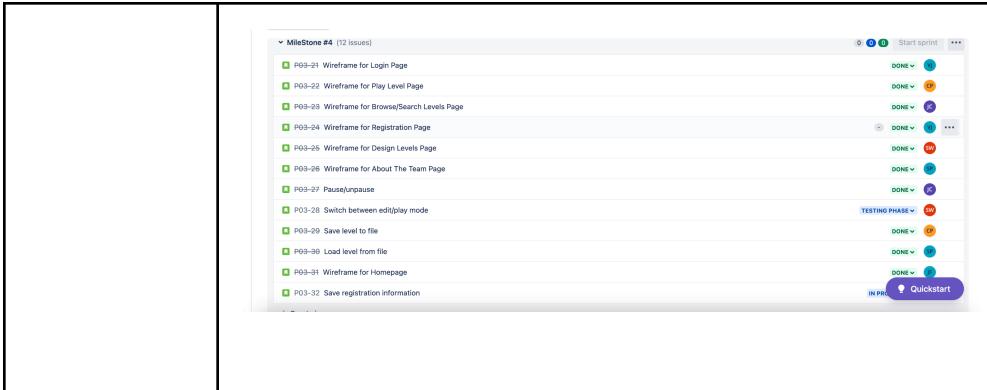
Who: Names of each person in the group

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

Project Description: A 200 word summary of the project

Finding Pluto is a web-based game application that is meant to be a casual, fun, and exciting way to pass time and practice your sense of vector addition alone or with others. The purpose will be to navigate a maze while being thrown different obstacles to overcome and navigate(such as walls or black holes) and eventually reach the planet Pluto at the end. Users will be able to navigate the maze using the arrow keys and speed will be relevant and take momentum into account. Within the game, there are ten base levels categorized into easy, medium, and hard difficulty. Users can also create their own levels to play. Users can choose which level they would like to play after they login or they can play as a guest and choose to make an account later on. When a user reaches Pluto, they will advance to the next level. Users can either create an account and use that information to login or they can play as a guest. The login information users provide will be stored in the database and users are unable to create an account if they have already done so with the same email or username.

- | | |
|--|--|
| | <p>Project Tracker: (Trello, Asana, or similar tool.)</p> <ul style="list-style-type: none">o Link to your Project Tracker (for instructor & TAs) https://csci-3308-spring21-014-3.atlassian.net/jira/software/projects/P03/boards/1/backlogo Screenshot showing your project in your project tracker |
|--|--|



VCS: Link to your git Repository

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

- Project Milestone 7 document titled as Project Milestone7_[TeamNumber].pdf

Contributions:

- Screenshot of each member's contributions (i.e. "commits") throughout the semester from Git. You may use git CLI to fetch insights on contributions by team members.
- A brief from each team member about their contributions.
 - This should include the technologies worked on
 - Features that have been contributed to

Deployment: link to deployment environment or a written description of how the app was deployed and how one might access/run the app.

We couldn't deploy the heroku but it wasn't possible. It can be seen below

```
C:\Users\soga2\3308SP21_section014_3\FINALPROJECT>heroku --version
heroku/7.52.0 win32-x64 node-v12.21.0

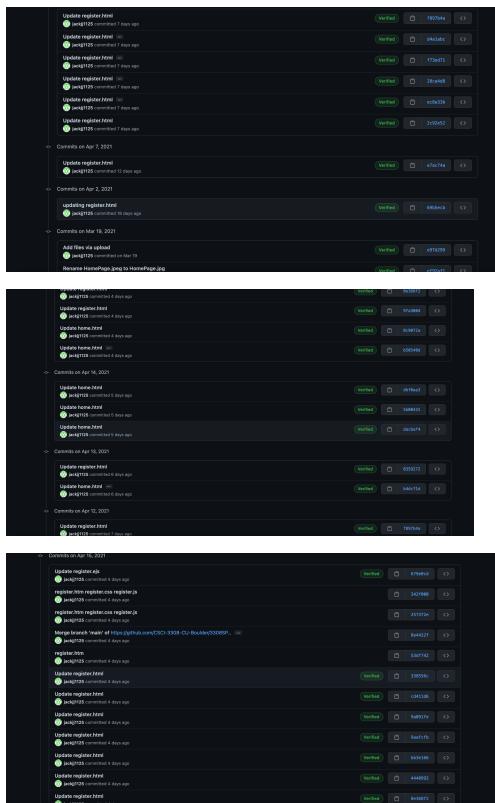
C:\Users\soga2\3308SP21_section014_3\FINALPROJECT>docker-compose run heroku-cli
ERROR: No such service: heroku-cli
```

Be sure to:

- Tag your repo with "Final Submission" (make sure to push your tag to your repo)

- Include a **README** in your repository:
 - Describe repo organization/structure
 - Describe how to build/run/test code
 - If using a Continuous Integration system, provide a link to the CI status page

Jack Flaherty: During the course of this project, I assisted my teammates primarily with front-end web page development. My primary objective was creating the registration page, and connecting that webpage to the database, as well as checking the page to make sure users had a valid email address, and creating a password checker we ultimately did not end up using. I also worked with my teammates on web page design for the homepage and gamepage. I also coordinated with my team members on overall site structure and design to make a clean and useful set of pages. I used html and css for most of the frontend work and also used JS for password and email checkers on the registration page.

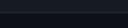


Suyogya Poudel: For this project, my job was to create a basic structure of the website, link the websites together, create CSS files to style the page or to move CSS codes from

my group mates html file to a css file. I helped with the functionality of buttons on the home page, like functions calls. Since I didn't make the sign-in page and the register page, I had to work around their structure to make sure I don't remove any of their work while connecting all the websites. There were also problems with navbar on the sign-in page not appearing on the top but on the side. The game page also had a similar problem except, the game was showing before the navbar so I had to work on fixing that as well. I worked on javascript for the "About the Team" page.

The screenshot shows a GitHub repository's commit history. The commits are grouped by date:

- Commits on Apr 15, 2021:**
 - remove bug fix (soga2001 committed 4 days ago)
 - Merge branch 'main' of https://github.com/CSCI-3308-CU-Boulder/3308SP... (soga2001 committed 4 days ago)
 - update (soga2001 committed 4 days ago)
 - update (soga2001 committed 4 days ago)
 - game page load (soga2001 committed 4 days ago)
 - game page load (soga2001 committed 4 days ago)
- Commits on Apr 14, 2021:**
 - check bug fix (soga2001 committed 5 days ago)
 - features (soga2001 committed 5 days ago)
 - More features (soga2001 committed 5 days ago)
 - Merge branch 'main' of https://github.com/CSCI-3308-CU-Boulder/3308SP... (soga2001 committed 5 days ago)
 - changes (soga2001 committed 5 days ago)
 - changes (soga2001 committed 5 days ago)
- Commits on Apr 13, 2021:**
 - changes (soga2001 committed 6 days ago)
 - Merge branch 'main' of https://github.com/CSCI-3308-CU-Boulder/3308SP... (soga2001 committed 6 days ago)
 - fixes (soga2001 committed 6 days ago)
- Commits on Mar 19, 2021:**
 - Add files via upload (soga2001 committed on Mar 19)
 - Merge branch 'main' of https://github.com/CSCI-3308-CU-Boulder/3308SP... (soga2001 committed on Mar 19)
 - Connecting game.html to the website (soga2001 committed on Mar 19)
- Commits on Mar 8, 2021:**
 - Merge branch 'main' of https://github.com/CSCI-3308-CU-Boulder/3308SP... (soga2001 committed on Mar 8)
 - Milestone 3 PDF (soga2001 committed on Mar 8)
- Commits on Mar 6, 2021:**
 - Moving the backend to the Website Folder (soga2001 committed on Mar 6)
 - Merge branch 'main' of https://github.com/CSCI-3308-CU-Boulder/3308SP... (soga2001 committed on Mar 6)
 - Login page added to the website (soga2001 committed on Mar 6)
- Commits on Mar 4, 2021:**
 - Website (soga2001 committed on Mar 4)
- Commits on Mar 3, 2021:**
 - Delete Project/Front_End directory (soga2001 committed on Mar 3) Verified
 - Website (soga2001 committed on Mar 3)

| Commits on Feb 19, 2021 | | | |
|---|------------------------------|---|--|
| Add files via upload | soga2001 committed on Feb 19 |  | |
| Delete image_2021-02-17_134033.png | soga2001 committed on Feb 19 |  | |
| Update README.md | soga2001 committed on Feb 19 |  | |
| Create README.md | soga2001 committed on Feb 19 |  | |

Veda:

For this project I have worked on the back end with Jaylee to save the registration information and be able to login with the corresponding information from the registration database. We created post statements and get statements in a server.js file. We also added a logout button once the user logs in. The registration page throws an error if an email has already been registered. The login page throws an error if the username is not in the database.

| | |
|--|---|
| Commits on Feb 25, 2021 | |
| Update Team Meeting Log | Verified   683ba4d  |
|  vedamnma committed on Feb 25 | |
| Commits on Feb 19, 2021 | |
| Update Team Meeting Log | Verified   aE248B0  |
|  vedamnma committed on Feb 19 | |
| Commits on Feb 17, 2021 | |
| Add files via upload | Verified   4e83168  |
|  vedamnma committed on Feb 17 | |
| Commits on Feb 11, 2021 | |
| Update Team Meeting Log | Verified   29c7867  |
|  vedamnma committed on Feb 11 | |
| Update Team Meeting Log | Verified   c9746f2  |
|  vedamnma committed on Feb 11 | |
| Commits on Feb 5, 2021 | |
| Delete Milestone Submissions | Verified   645bdcc4  |
|  vedamnma committed on Feb 5 | |
| Update Team Meeting Log | Verified   2197f88  |
|  vedamnma committed on Feb 5 | |
| Commits on Feb 3, 2021 | |
| Create Milestone Submissions | Verified   3deca5b  |
|  vedamnma committed on Feb 3 | |

Commits on Apr 18, 2021

- `Update README.md` `vedarmmla committed 5 minutes ago`

Commits on Apr 16, 2021

- `Add files via upload` `vedarmmla committed 2 days ago`

Commits on Apr 15, 2021

- `Update about_the_team.js` `vedarmmla committed 3 days ago`
- `Add files via upload` `vedarmmla committed 3 days ago`
- `Create test` `vedarmmla committed 3 days ago`
- `Add files via upload` `vedarmmla committed 3 days ago`
- `Create practice` `vedarmmla committed 3 days ago`
- `Delete newfile` `vedarmmla committed 3 days ago`
- `Add files via upload` `vedarmmla committed 3 days ago`
- `Create newfile` `vedarmmla committed 3 days ago`

Commits on Apr 8, 2021

- `Update Team Meeting Log` `vedarmmla committed 10 days ago`

Commits on Mar 19, 2021

- `Add files via upload` `vedarmmla committed on Mar 19`
- `Add files via upload` `vedarmmla committed on Mar 19`

Commits on Mar 18, 2021

- `Update Team Meeting Log` `vedarmmla committed on Mar 18`

Commits on Mar 11, 2021

- `Update Team Meeting Log` `vedarmmla committed on Mar 11`

Commits on Mar 8, 2021

- `Add files via upload` `vedarmmla committed on Mar 8`

Commits on Mar 4, 2021

- `Update Team Meeting Log` `vedarmmla committed on Mar 4`

Commits on Mar 3, 2021

- `Delete myself` `vedarmmla committed on Mar 3`
- `Add files via upload` `vedarmmla committed on Mar 3`
- `Add files via upload` `vedarmmla committed on Mar 3`
- `Create myself` `vedarmmla committed on Mar 3`

Chandler Phillips:

For this project I mostly worked on the front end of the application (HTML) with the middle layer of the application (The JS). To begin I made the whole sign in page front end (Html), and used CSS to align it and make it fancy like a normal game login would, changing the colors and text style, adding photos and more. I also helped Jack with the registration page, and then I worked on some of the Javascript and connected it to our game using buttons in Html to connect the game to the button clicked by users such as a pause button, changing level, and more.

Commits on Apr 5, 2021

- `Added MileStone 5` `ChandlerPhillips3 committed 10 days ago`

Commits on Apr 7, 2021

- `Buttons Added` `ChandlerPhillips3 committed 12 days ago`

Commits on Mar 19, 2021

- `Add files via upload` `ChandlerPhillips3 committed on Mar 19`

Commits on Mar 3, 2021

- `Delete file` `ChandlerPhillips3 committed on Mar 3`
- `Create other files` `ChandlerPhillips3 committed on Mar 3`
- `Add files via upload` `ChandlerPhillips3 committed on Mar 3`
- `Create file` `ChandlerPhillips3 committed on Mar 3`

Commits on Feb 17, 2021

- `Add files via upload` `ChandlerPhillips3 committed on Feb 17`
- `Delete ChandlerPhillips` `ChandlerPhillips3 committed on Feb 17`
- `Create ChandlerPhillips` `ChandlerPhillips3 committed on Feb 17`

Sam Williamson:

I mainly worked on building the game itself in javascript. I worked with other members of the team on integrating the game into the website.

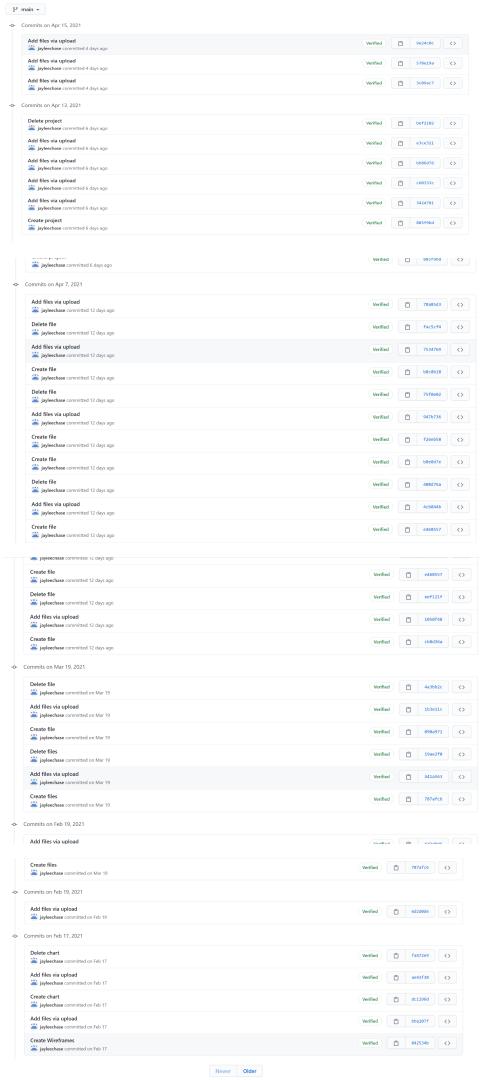
The screenshot displays a detailed view of Sam Williamson's GitHub commit history. It shows numerous commits across various branches, primarily focused on game development. Key commits include:

- Commits on April 14, 2021:
 - modified startGame() to accept optional integer input to go to that level
 - added preset levels
 - fixed stuff around, again
 - adding a few more levels
 - Merge branch 'main' of https://github.com/CSCI-3308-CU-Boulder/3308SP...
- Commits on April 12, 2021:
 - put things in different folder
 - made a few more levels
- Commits on April 8, 2021:
 - adding a few more levels
 - Merge branch 'main' of https://github.com/CSCI-3308-CU-Boulder/3308SP...
 - Merge branch 'main' of https://github.com/CSCI-3308-CU-Boulder/3308SP...
- Commits on April 7, 2021:
 - fixed stuff around
 - fixed collision detection
- Commits on April 6, 2021:
 - tiny changes
 - mode changes to game.js
- Commits on Mar 27, 2021:
 - can now click and drag to create or erase walls
 - cleaned up code, implemented pause
- Commits on Mar 18, 2021:
 - adding wireframe
- Commits on Mar 18, 2021:
 - adding wireframe
 - fixed stuff around
- Commits on Mar 15, 2021:
 - added back/screenshot version of game.html file
 - Merge branch 'main' of https://github.com/CSCI-3308-CU-Boulder/3308SP...
 - game attracts with functional gravity
 - options to game.html
- Commits on Mar 8, 2021:
 - game can be added to sections on a grid
 - correct(s) collision with blocks, can add blocks by clicking
 - improved collision
- Commits on Feb 21, 2021:
 - updated collision
 - final additions to lab3 submission
 - saving progress
- Commits on Feb 10, 2021:
 - updated scripts
 - deleted by mistake, re-added

Jaylee Chase:

For this project, I worked mainly on the backend with Veda. We created a database in order to save the registration and login information. To do this, we created an SQL file, a server.js which

included GET and POST statements, and we worked with the localhost in order to pull everything together. The registration page takes all the information, ensures the email is not already saved in the database, and then adds all of the user's information. The login page checks with the database to make sure the username and password match and are in the database as well. We integrated all of the HTML pages created by our group members with the backend to pull everything together at the end.



We couldn't deploy the heroku but it wasn't possible. It can be seen below

```
C:\Users\soga2\3308SP21_section014_3\FINALPROJECT>heroku --version  
heroku/7.52.0 win32-x64 node-v12.21.0  
  
C:\Users\soga2\3308SP21_section014_3\FINALPROJECT>docker-compose run heroku-cli  
ERROR: No such service: heroku-cli
```