Josh/Chloe Brown

Project 5 - Progress update

Work Done

The work done in this first sprint is less than I would have liked. I started building the server and client in pure javascript but was running into the issue that lots of the javascript for the client doesn’t reflect the OO design that I wanted so I switched to using Ionic. Ionic uses typescript which can use and easily show OO design. So far I’ve implemented the most important parts, the API that talks to the backend and the main pages of the application. The bare bones for the website are done.

Major progress points

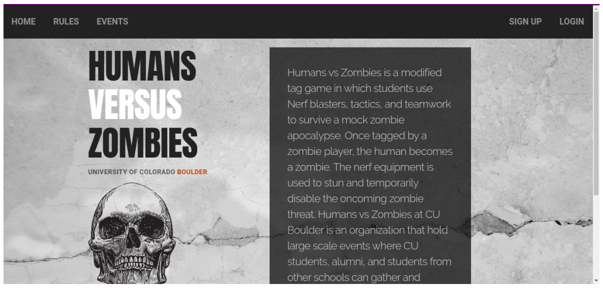
- Created the database and import scripts for database
- Created backend API and defined endpoints, can be tested using curl
- Started frontend ionic application
- Implemented pages:
    - Home
    - Rules
    - Events
    - Lockin
    - Weeklong
    - WeeklongStats

Work Estimate

The main work that needs to get done is to implement the login system and implementing weeklong games. This will be the most complicated and time consuming part as I have to keep track of the current user and make sure user logins are secure. The weeklong games part will also take some time. The most time consuming part will be testing to make sure that all the game functions work properly as I have to log in and out of several different test user accounts.

Screenshots

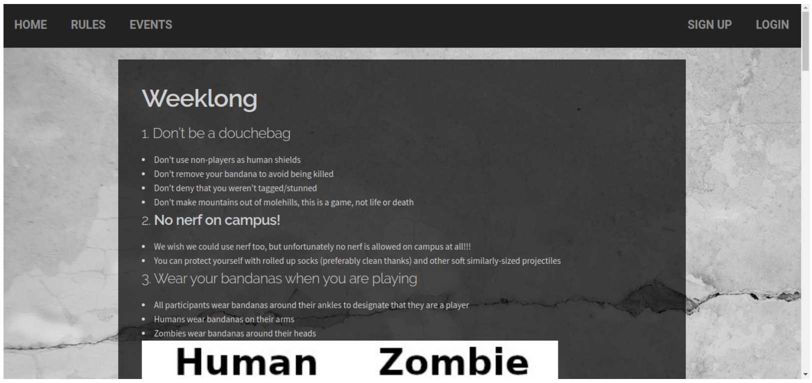
Home page



HUMANS
VERSUS
ZOMBIES
UNIVERSITY OF COLORADO BOULDER

Humans vs Zombies is a modified tag game in which students use Nerf blasters, tactics, and teamwork to survive a mock zombie apocalypse. Once tagged by a zombie player, the human becomes a zombie. The nerf equipment is used to stun and temporarily disable the oncoming zombie threat. Humans vs Zombies at CU Boulder is an organization that hold large scale events where CU students, alumni, and students from other schools can gather and

Rules page



Weeklong

1. Don't be a douchebag

- Don't use non-players as human shields
- Don't remove your bandana to avoid being killed
- Don't deny that you weren't tagged/stunned
- Don't make mountains out of molehills, this is a game, not life or death

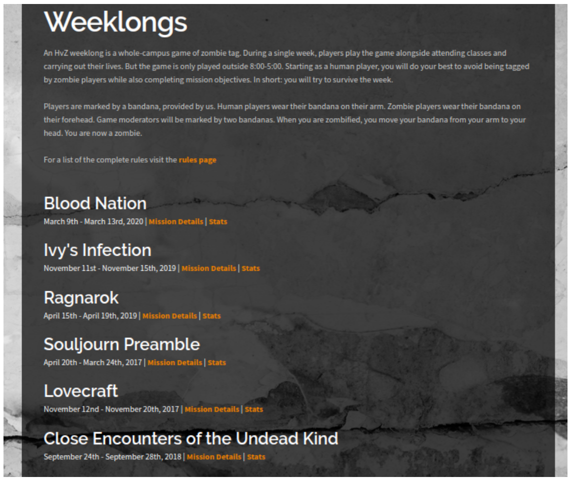
2. No nerf on campus!

- We wish we could use nerf too, but unfortunately no nerf is allowed on campus at all!!!
- You can protect yourself with rolled up socks (preferably clean thanks) and other soft similarly-sized projectiles

3. Wear your bandanas when you are playing

- All participants wear bandanas around their ankles to designate that they are a player
- Humans wear bandanas on their arms
- Zombies wear bandanas around their heads

Weeklong dynamic loading on events page



Weeklongs

An HvZ weeklong is a whole-campus game of zombie tag. During a single week, players play the game alongside attending classes and carrying out their lives. But the game is only played outside 8:00-5:00. Starting as a human player, you will do your best to avoid being tagged by zombie players while also completing mission objectives. In short: you will try to survive the week.

Players are marked by a bandana, provided by us. Human players wear their bandana on their arm. Zombie players wear their bandana on their forehead. Game moderators will be marked by two bandanas. When you are zombified, you move your bandana from your arm to your head. You are now a zombie.

For a list of the complete rules visit the **rules page**

Blood Nation

March 9th - March 13rd, 2020 | **Mission Details** | **Stats**

Ivy's Infection

November 11st - November 15th, 2019 | **Mission Details** | **Stats**

Ragnarok

April 15th - April 19th, 2019 | **Mission Details** | **Stats**

Souljourn Preamble

April 20th - March 24th, 2017 | **Mission Details** | **Stats**

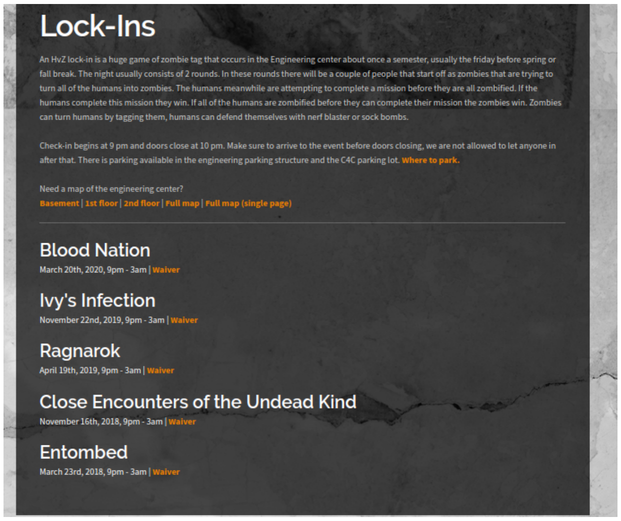
Lovecraft

November 12nd - November 20th, 2017 | **Mission Details** | **Stats**

Close Encounters of the Undead Kind

September 24th - September 28th, 2018 | **Mission Details** | **Stats**

Lockin dynamic loading on events page



Lock-Ins

An HvZ lock-in is a huge game of zombie tag that occurs in the Engineering center about once a semester, usually the friday before spring or fall break. The night usually consists of 2 rounds. In these rounds there will be a couple of people that start off as zombies that are trying to turn all of the humans into zombies. The humans meanwhile are attempting to complete a mission before they are all zombified. If the humans complete this mission they win. If all of the humans are zombified before they can complete their mission the zombies win. Zombies can turn humans by tagging them, humans can defend themselves with nerf blaster or sock bombs.

Check-in begins at 9 pm and doors close at 10 pm. Make sure to arrive to the event before doors closing, we are not allowed to let anyone in after that. There is parking available in the engineering parking structure and the C4C parking lot. **Where to park.**

Need a map of the engineering center?
Basement | **1st floor** | **2nd floor** | **Full map** | **Full map (single page)**

Blood Nation

March 20th, 2020, 9pm - 3am | **Waiver**

Ivy's Infection

November 22nd, 2019, 9pm - 3am | **Waiver**

Ragnarok

April 19th, 2019, 9pm - 3am | **Waiver**

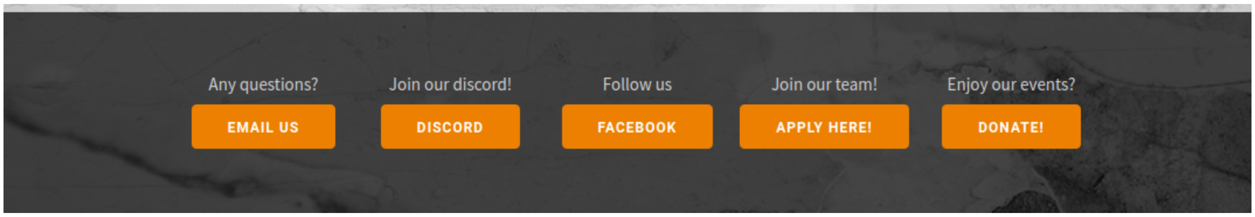
Close Encounters of the Undead Kind

November 16th, 2018, 9pm - 3am | **Waiver**

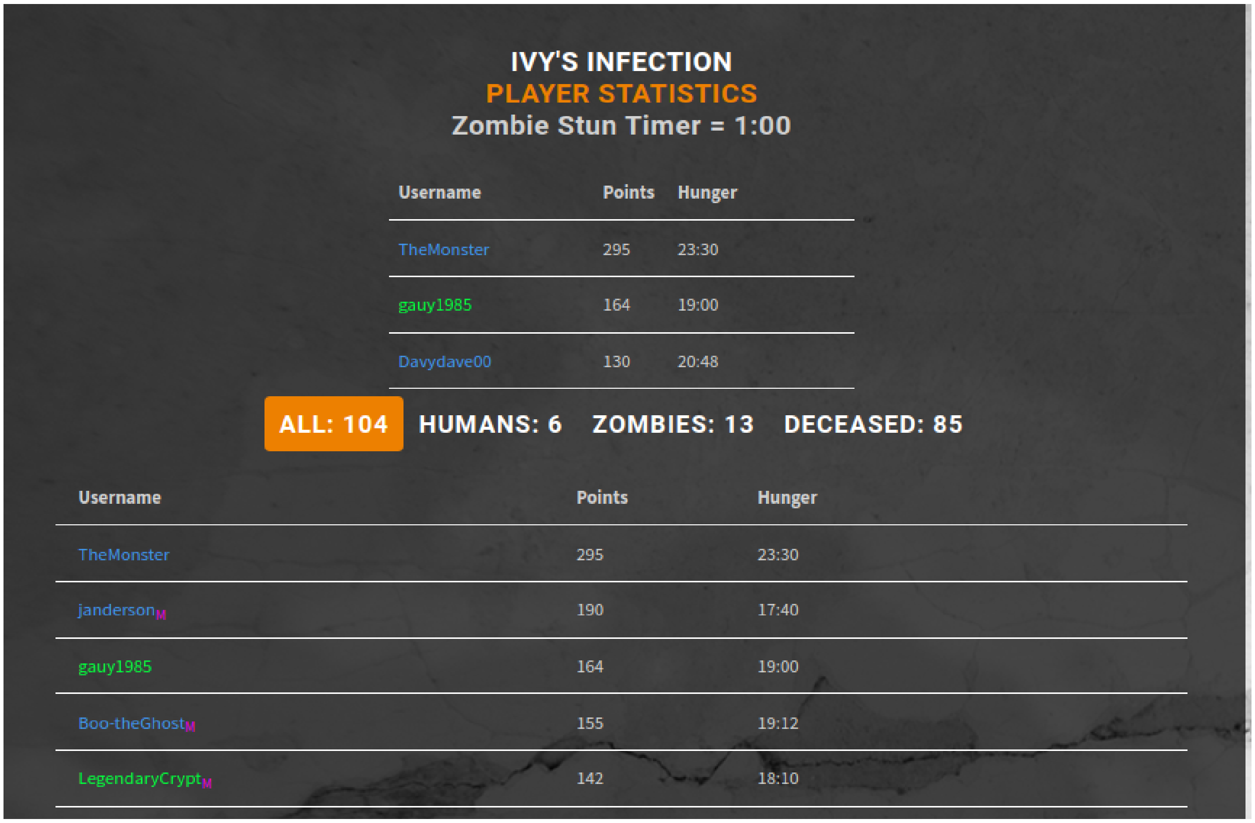
Entombed

March 23rd, 2018, 9pm - 3am | **Waiver**

Footer



Weeklong stats page



IVY'S INFECTION
PLAYER STATISTICS
Zombie Stun Timer = 1:00

Username	Points	Hunger
TheMonster	295	23:30
gauy1985	164	19:00
Davydave00	130	20:48

ALL: 104 HUMANS: 6 ZOMBIES: 13 DECEASED: 85

Username	Points	Hunger
TheMonster	295	23:30
janderson$_M$	190	17:40
gauy1985	164	19:00
Boo-theGhost$_M$	155	19:12
LegendaryCrypt$_M$	142	18:10

Test Cases

There are no test cases for my application.

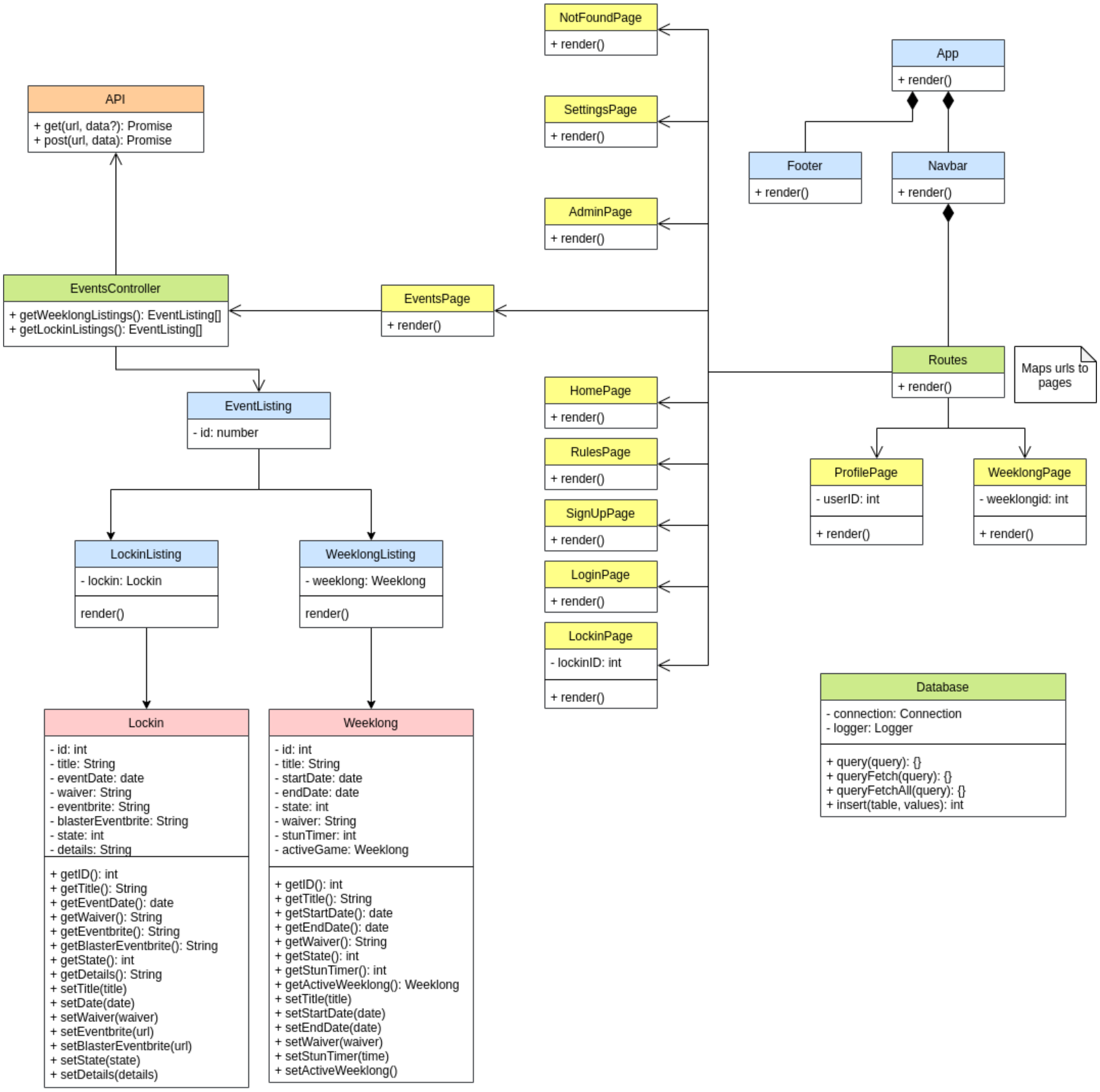
Patterns

The main pattern that I've been able to incorporate into my application so far is the MVC pattern. Once the weeklong game functionality is implemented the factory and singleton patterns will be implemented. I also didn't realize that I implemented the interpreter pattern in the original website and therefore transferred it over to this application. The interpreter pattern is used in the FormattedText object. The FormattedText class takes a large text string and converts it into the appropriate html. This is used for displaying the information from the

database so that future admins can create pages without having to know any html. These are the following interpreted strings:
BOLD[content] - interprets to a <strong> tag
LINK[name][link] - interprets to a <a> tag
LINK_NEW_TAB[name][link] - interprets to a <a> tag with the attribute target="_blank"
IMAGE[link] - interprets to a <img> tag
IMAGE[link][size %] - interprets to a <img> tag and sets the width attribute
[LINE] - interprets to a <hr/> tag
[SUPPLY_DROPS] - interprets to <h5>Supply Drops</h5>

Class Diagram

Green - Controller or Service class
Blue - HTML view class
Yellow - HTML page view class
Pink - Model class
Orange - Static class



Plan for next iteration

My plan for the next iteration is to have the following working:

- User account creation and login
- Profile page implemented
- Weeklong events can be run and players can play in it

Stretch goals:

- Admin pages