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CPSC498 Capstone

Weekly Stand-Up

April 7, 2020

SQMonopoly Week 6: Stand-Up

1. Progress since last meeting:
   1. Titles displaying successfully in gameboard (8h)
   2. Code Refactoring and Streamlinization of process: 2-step (Java on console, Javascript on server) (2h)
      1. Httpster successful server run on localhost:3333 (1h)
      2. Code Refactoring (1h)
   3. JavaScript code: research on the creation of clickable eventSpaces for the links (4h)
2. Goals for this week:
   1. Streamlinization of process: 1-step (Everything on server) (unknown h)
   2. Clickable eventSpaces successfully integrated into the program (10h)
   3. Debugging: still some weird behavior with 10% of search queries unrelated to places
3. Changes:
   1. Switch from tomcat to httpster temporarily
   2. More research needed on how clickable eventSpace integration works with JavaScript