

Project Milestone 3

Group 113-5

David Crockett

Andres Montealegre

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Matthew Ruiz Diaz

Kai Schuyler Gonzalez

What features were completed?

Heroku connected, the main html pages for application, the beginning javascript files for the game functionality.

HTML Pages:

- Main Menu
- Login
- Register
- About Us
- Settings
- Single Player

What worked during the demo?

Demo worked well, however design was not responsive between different monitor sizes. We plan to implement a version where we will use a responsive design.

What issues were faced either during the development or during the demo?

No real issues in development and we will be changing the design to be responsive, as explained above.

What were the suggestions offered by the TA?

The bird's eye view of the ocean in the grid was visually distracting. Use a static image or pop the grid out more, and bigger.

Responsive Design - Use css to resize elements on screen to have responsive page using % of screen width

We should try to manage multiplayer on the server side, maybe using web sockets.

Try to implement a good way to allow each person to pick their ship.

Individual contributions by each team member

Matthew:

- trivia popup css
- modal id design
- wireframes for main menu, settings, and login

Andres:

- Battleship HTML/CSS
- Button/Trivia Grid Implementation
- End Game Screen HTML/CSS
- Sound/Gif Implementation

David:

- About Us HTML

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Kai:

- Created Heroku app
- Implemented trivia API within a modal in trivia.js
- Login HTML

Sal:

- Main Menu HTML/CSS
- About Us CSS
- Login/Register CSS
- Connected HTML Pages
- Database diagram
- Settings HTML/CSS

Database Diagram

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