

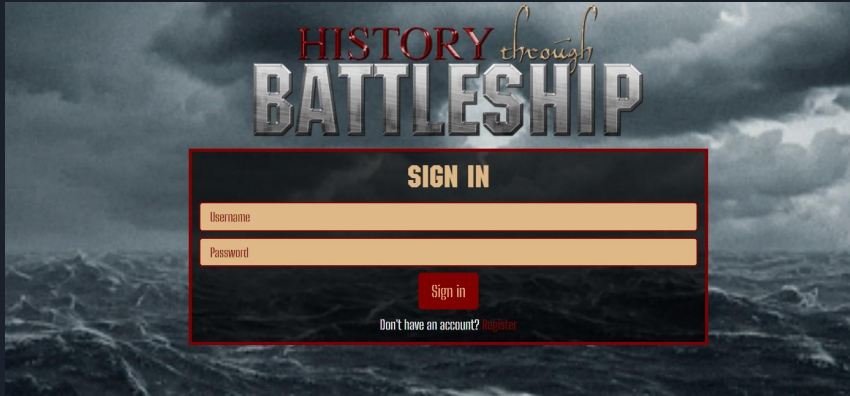


HISTORY *through* BATTLESHIP

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History Through Battleship

- Educational Web-Game
- Fresh take on the classic Battleship Board Game
- Incorporates History Trivia questions into each turn
- Developed to test students' history skills
- Features both multiplayer and single player gamemodes
- Utilizes backend databases to store user logins, data, and stats



Tools





JIRA

Purpose: Project Tracking

Methodology: Agile

Rating: 4.6 / 5



Jira Software



GitHub

Purpose: VCS Repository

Methodology: Code Management

Rating: 5 / 5



PostgreSQL

Purpose: Database

Methodology: Database Connection/Management

Rating: 4.3 / 5





Testing

Nodemon

Purpose: Testing

Methodology: Iterative

Rating: 4.5 / 5





Heroku

Purpose: Deployment Environment

Methodology: Deployment

Rating: 5 / 5





Node.js

Purpose: Framework

Methodology: Testing/Development

Rating: 4.2 / 5





NPM Packages



Purpose: Authentication, Rendering, Database Connectivity, Password Encryption

Methodology: Testing/Development

Rating: 4.6 / 5



Visual Studio Code / Sublime / Atom

Purpose: IDE

Methodology: Testing/Development

Rating: 4.1 / 5





API

Purpose: Trivia database

Methodology: JSON API

Rating: 3 / 5





Challenges

- Efficiently relating singleplayer functions to multiplayer
 - Removed AI related functions and reorganized P1/P2 specific functions
- Tracking stats by username
 - Read npm packages documentation and wrote async functions to get most up to date information
- AI implementation for single player
- Responsive Design
 - Adjusting all modules to implement width property rather than fixed sizes
- Virtual Classroom
 - Success via communication and weekly meetings

Demo

