109-4

Dungeons and Dragons helper!

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Our project toolbox

GitHub: Version Control Repository   ●●●●○
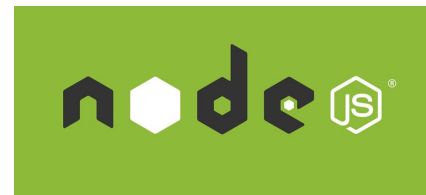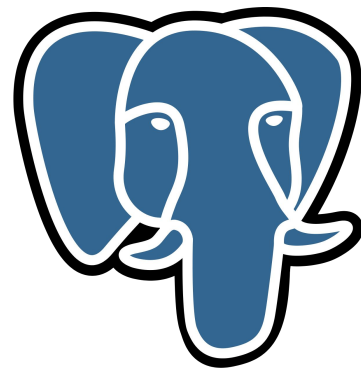
PostgreSQL: Database   ●●●●○

Heroku: Deployment Environment ●●●○○

Node.js: Framework   ●●●●●

Methodologies we used

- Agile Method
- Worked well for us
- Allowed for easy access to each other's work
- Flexible Due Dates
- Everyone has own part
- Hard to pair program efficiently
- Easily lose track of end goal
- Hard to stay on track

- Pair programming
- When working with partners work seemed to get done quicker, and more efficiently
- Allowed us to break off into teams and take bigger tasks on

VCS Repository

- Github
- Worked well for us to track commits and how different commits were changed
- Wasn't efficient towards the end, multiple people trying to commit ontop of eachother
- Losing previous commits

Database

- PostgreSQL
- Efficiently stores the login and information about D&D Character
- Wasn't efficient in the beginning, not everyone had access to the database
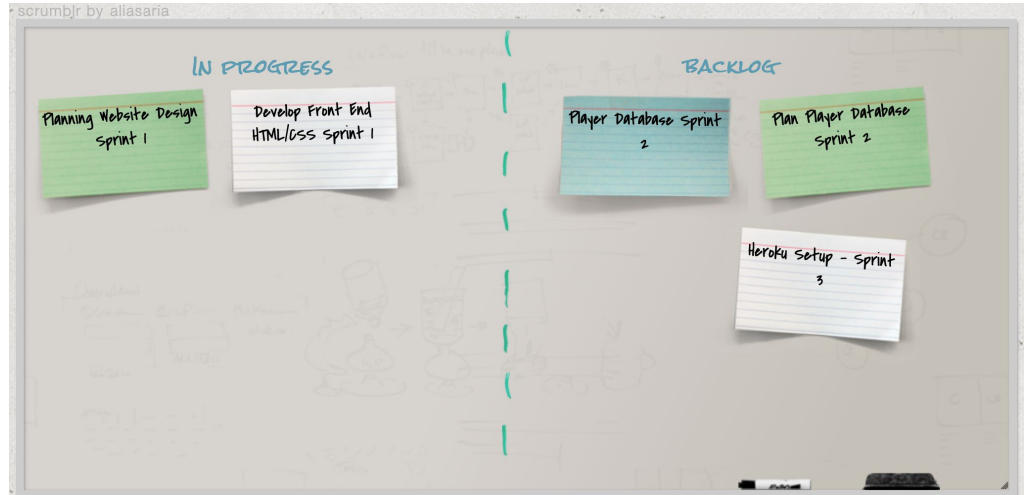- Lost previous information when changing database

Deployment Environment

- Heroku
- Very nice to have everyone access the database and have working webfiles
- Took 4 minutes after each github commit, wasn't effective when trying to make many changes
- Error with too many github commits at once loading

Project Tracker

- Various tools:
  - Kanban board
  - Project planner similar to Asana

Task Name	Jan	Feb	Mar	Apr
Player Log In		🟩		
Attributes		🟪		
Skills			🟥	
Spells			🟧	
Traits			🟨	
Leveling			🟦	

🟩 Kalei   🟪 Erik   🟥 Jackson   🟧 Jon   🟨 Zeyu   🟦 Kalei, Erik, Jackson, Jon, Zeyu

scrumblr by aliasaria

IN PROGRESS

Planning Website Design Sprint 1

Develop Front End HTML/Css sprint 1

BACKLOG

Player Database Sprint 2

Plan Player Database Sprint 2

Heroku Setup - Sprint 3

Framework

Node.JS -> Express

-Effective for combining the ejs and postgres database

- Efficiently accessed the database

-Tad tedious to convert html->Ejs but worth it for node.js

-Allowed us to use Express

Challenges

- **Communication**: making sure we didn't overwrite each other's commits or interfere with pieces that someone else was working on
- **Database**: we have a large number of different pieces of data that we have to keep track of
- **Testing**: we weren't able to test our code locally, only by committing and waiting for heroku to update
- **Knowledge**: not every team member knew the specifics of Dungeons and Dragons

Now onto our demo!