2048 - Tris

Two games at once? Why not!

Developed by: Shreyaan Arora , Kevin Barone, Ryan Bishop, and Rob Carter

Tools

Version control

★★★★★

Communication

★★★★★

★★★

IDE

Visual Studio Code

★★★★★

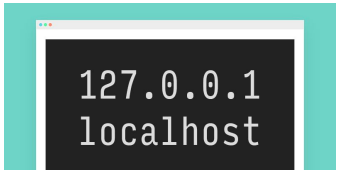
Jira Software

★★★★

Project Tracking

★★★★★

Database



★★★★★

Deployment Environment

★★★★★

Languages

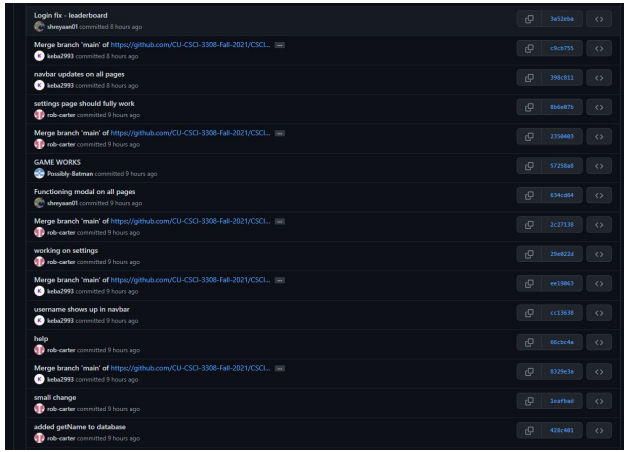
★

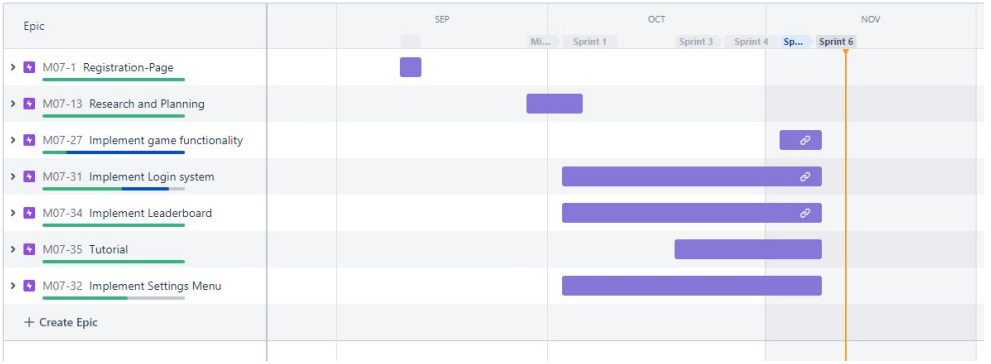
Kanban Template

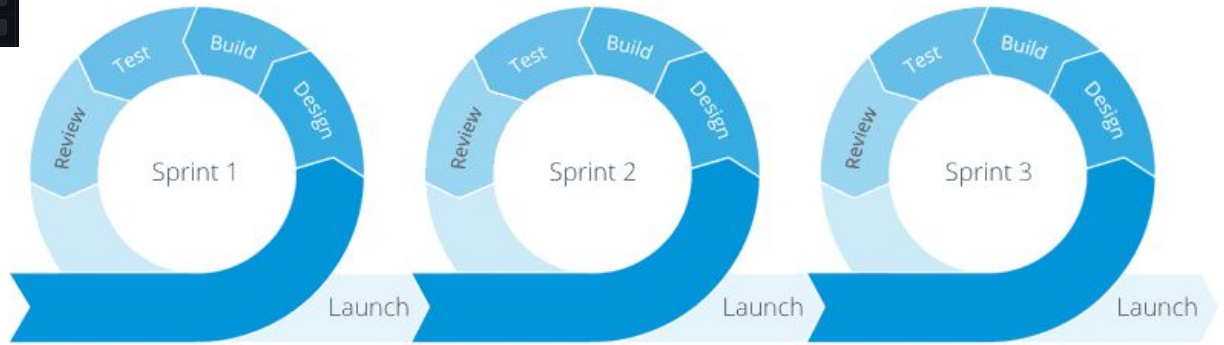
Bootstrap

★★★★★

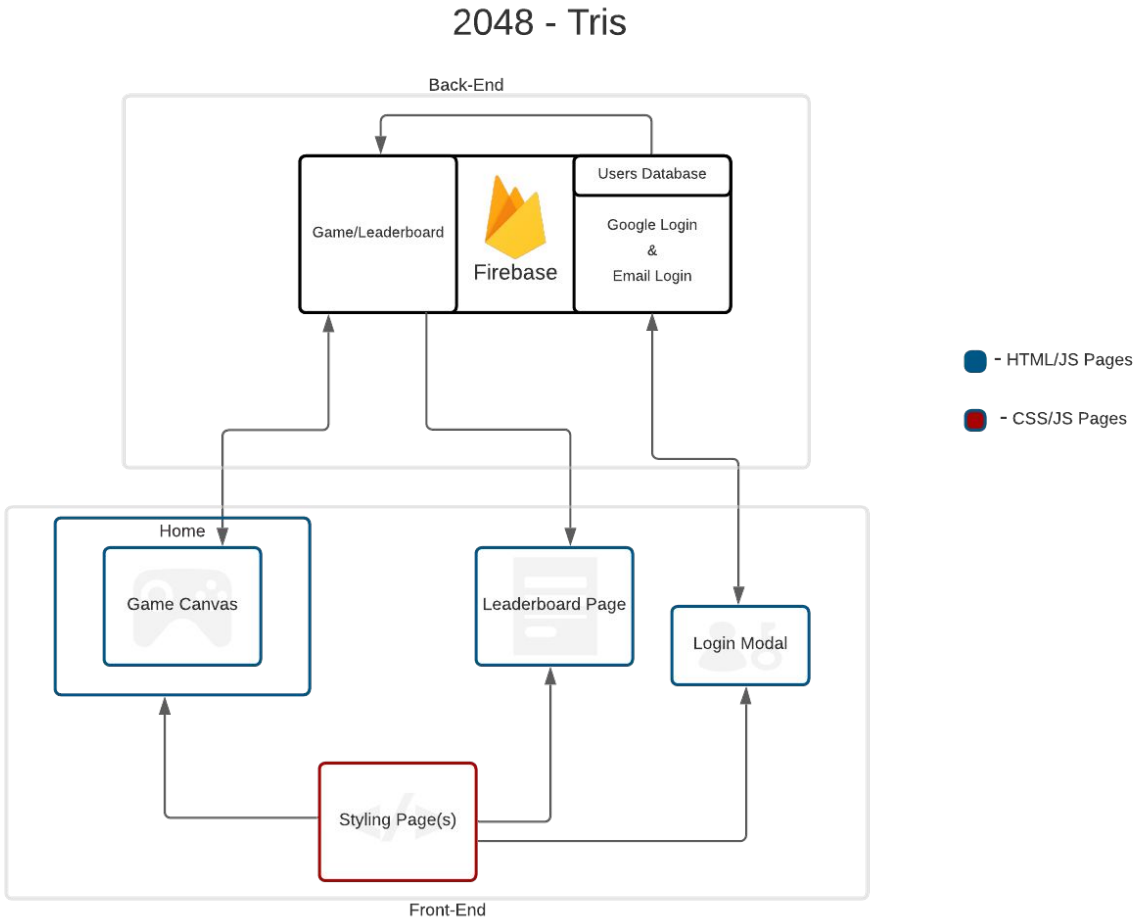
Methodologies





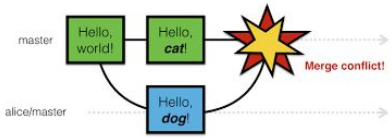


Architecture Diagram



Challenges

- Pushing changes to GitHub repository
  - Message in discord channel when you made changes
  - Not much effect on plans other than a slow start



- Time commitments to other courses
  - Had to learn to balance workload - Jira
  - Not able to **fully** implement some features (settings page)

- Error getting page to load on local server
  - Utilized VS Code Live Server extension
  - Stalled game implementation for a week

DEMO TIME!!