# Tavern Cellar

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*Indie Roleplaying System Archive*

# Tavern Cellar

- Site dedicated to hosting indie roleplaying systems
  - Can be useful for sharing prototypes.
- Very few sites which provide this service
  - which are poorly implemented and maintained

# Goals

A site to save and categorize indie roleplaying game systems.

- Uploads and downloads of system reference documents (SRD)
- Category tagging
- In-browser preview
- Modern look and feel
- Developer feedback and discussion

# Accomplishments

- Fully functional PDF submission and viewing
- Home screen featuring newest SRDs
- Native user login
- Pages presentable

# Challenges - Process

- Learning Flask and extensions
- Implementing JQuery, Flask, HTML, and CSS simultaneously.
- Polymer is much slower than expected
- Deployment to Amazon Elastic Beanstalk

# Challenges - Product

- Ratings in Flask are more difficult to implement than anticipated
- Implementing discussions was out of scope
- Browsing a large amount of data simultaneously is a difficult undertaking
- Polymer Tags can ruin some formatting

# Technologies/Project Management

Backend: Flask (Python, SQLAlchemy) and Amazon Elastic Beanstalk

Frontend: HTML, CSS, and Polymer

Organization: Slack, Pivotal Tracker, and Google Drive

Version Control: Github

SCRUM:

- Virtual scrumboard provided by Pivotal Tracker
- Tri-weekly stand-up meetings after class
- Sprint reports uploaded to Drive

# Enjoyed

- When things worked
- Seeing individual work contribute to the whole

# Didn't Enjoy

- When things didn't work
- Errors which took longer than expected to resolve
- Having to cut features due to scope overshot

# Lessons Learned

- Every estimate is incorrect.  There is never enough time
- Always communicate, always.  Will help prevent problems
- If something can go wrong, it probably will
- More frequent group work sessions