

# Studio PDR Planning Worksheet

## Learning outcome 1

Select and apply industry-standard tools and processes to solve non-trivial problems in a team environment.

### Objectives:

1. Contribute to development of new product features
2. Contribute to project deployment
3. Contribute to CI/CD solution
4. Demonstrate improvements in applying Agile project management
5. Use industry-standard communication and project management tools in a professional manner

## Learning outcome 2

Analyse and manage development challenges to create production-quality outputs.

### Objectives:

1. Contribute to automated test suite
2. Perform a security audit to identify potential vulnerabilities
3. Participate in code/solution review to ensure high-quality outputs

<b>Name:</b> Jenna Boyes	
<b>Date of scheduled PDR meeting:</b>	<b>Practice / Final</b>
<b>Discussed with:</b> Elise	
<b>What are your personal goals and objectives in addition to the course objectives?</b> To do work experience at Runaway Play, and if they are a good company to work for, then get a job with them.	
<b>What has gone well? What are your strengths?</b>  “I got a DB and API running with Docker on an Ubuntu server” is an insane thing I don’t think I ever would have been able to say.  Working in a team on a game and not having any large amounts of friction on anything, we all pretty much agreed on the same things and worked well together.	

**What could have gone better and how?**

Although I am proud of what I've accomplished being Deployment Engineer, I don't want to continue. I struggled with Docker documentation, as it's aimed at experienced Docker users, which I am not. I also struggled with GitHub deploy keys and being able to commit changes from the Ubuntu server to our repo.

**What are the next steps to take? What is your plan for further self-development?**

I want to start looking into work experience / internships at game dev studios to get a feel if I like the companies. Then after poly has finished id like to apply to the good studios

**What barriers exist? How do you plan to deal with them?**

I have several disabilities, spread physically and mentally, which have many symptoms including fatigue, over-stimulation, difficulty concentrating and pain.

My goal with my disabilities is to manage them the best I can and take breaks when I need them, and stop being stubborn and pushing through it

**What is not clear or is uncertain?**

Nothing I can think of

What evidence do you plan to use to demonstrate your completion of the objectives?

## 1.1 Meaningfully contribute to the project:

### Contribute to project deployment/infrastructure

GTS-API / docker-compose.yml

lolyay270 bug (docker): fixed DB and prisma link

Code Blame 29 lines (26 loc) · 585 Bytes

Older Newer

```
1  services:
2    db:
3      image: postgres
4      restart: always
5      # set shared memory limit when using docker-compose
6      environment:
7        POSTGRES_PASSWORD: ${POSTGRES_PASSWORD}
8        POSTGRES_USER: ${POSTGRES_USER}
9        POSTGRES_DB: ${POSTGRES_DB}
10       PGDATA: ${PGDATA}
11      volumes:
12        - GTS-DB:/var/lib/postgresql/data
13
14    ports:
15      - 5432:5432
16
17    api:
18      restart: always
19      image: gts
20      environment:
21        DATABASE_URL: ${DATABASE_URL}
22        JWT_SECRET: ${JWT_SECRET}
23        JWT_LIFETIME: ${JWT_LIFETIME}
24      ports:
25        - 80:3000
26
27      volumes:
28        GTS-DB:
29          external: true
```

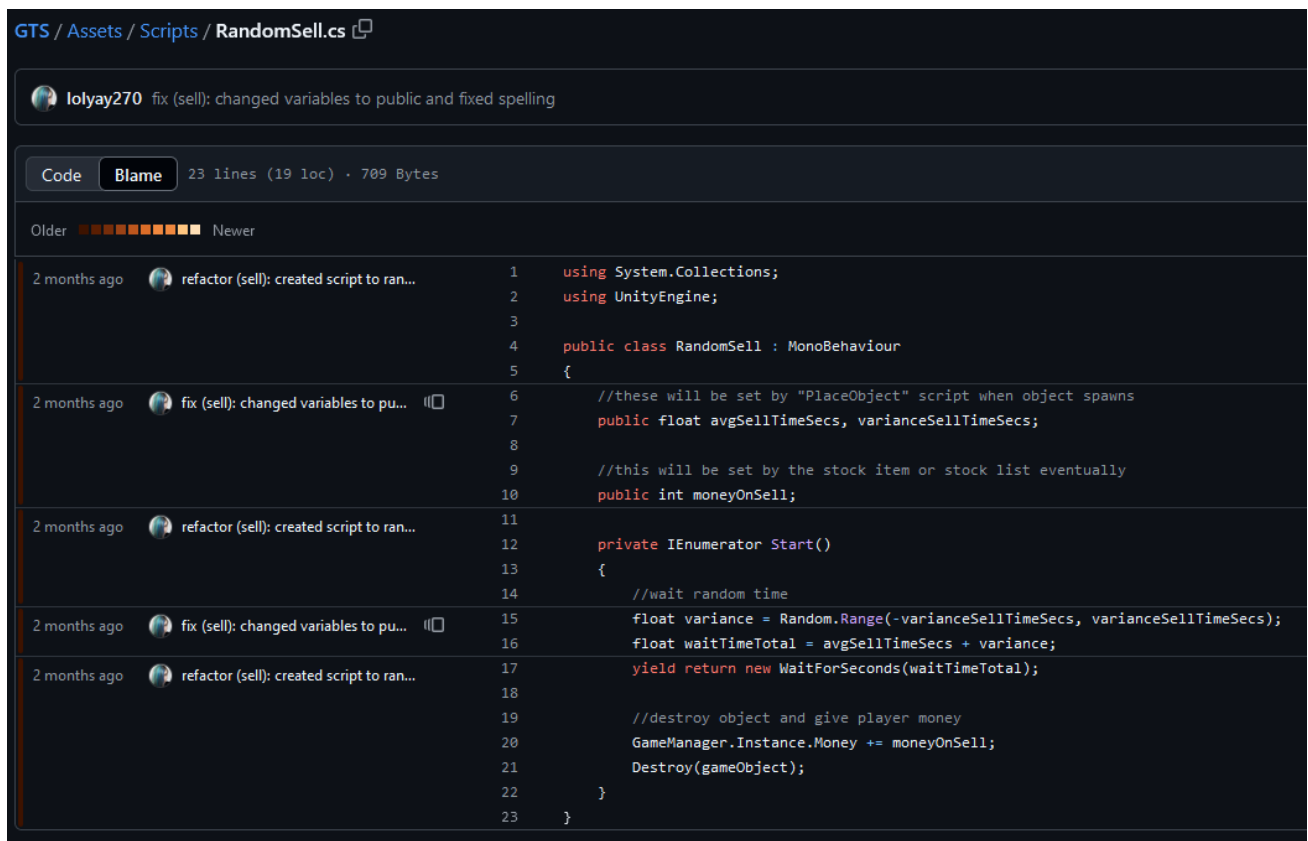
(The image above shows the docker-compose file I created, [link](#))

CONTAINER ID	IMAGE	COMMAND	CREATED	STATUS	PORTS	NAMES
49c55580a90c	gts	"docker-entrypoint.s..."	37 hours ago	Up 37 hours	80/tcp, 0.0.0.0:80->3000/tcp, [::]:80->3000/tcp	gts-api-api-1
fa2d2478a387	postgres	"docker-entrypoint.s..."	37 hours ago	Up 37 hours	0.0.0.0:5432->5432/tcp, ::5432->5432/tcp	gts-api-db-1

(The image above shows the docker containers running on the Azure server)

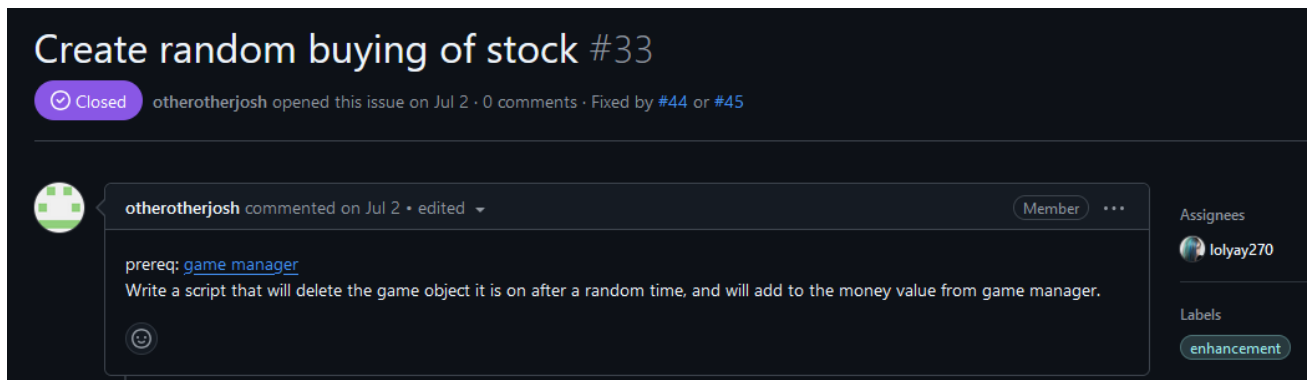
The images above show some of the work I completed to get docker containers running the API image and DB on an Azure server. This server is beneficial to the team to allow for every dev to have the same DB, and not worry about Render databases expiring (which has happened way too many time since we started this project).

## Contribute to development of new product features:



```
1 using System.Collections;
2 using UnityEngine;
3
4 public class RandomSell : MonoBehaviour
5 {
6     //these will be set by "PlaceObject" script when object spawns
7     public float avgSellTimeSecs, varianceSellTimeSecs;
8
9     //this will be set by the stock item or stock list eventually
10    public int moneyOnSell;
11
12    private IEnumerator Start()
13    {
14        //wait random time
15        float variance = Random.Range(-varianceSellTimeSecs, varianceSellTimeSecs);
16        float waitTimeTotal = avgSellTimeSecs + variance;
17        yield return new WaitForSeconds(waitTimeTotal);
18
19        //destroy object and give player money
20        GameManager.Instance.Money += moneyOnSell;
21        Destroy(gameObject);
22    }
23 }
```

(The above image shows a script I made to sell stock items with a randomised delay, [link](#))



Create random buying of stock #33

Closed otherotherjosh opened this issue on Jul 2 · 0 comments · Fixed by #44 or #45

otherotherjosh commented on Jul 2 · edited

prereq: [game manager](#)

Write a script that will delete the game object it is on after a random time, and will add to the money value from game manager.

Assignees: lolyay270

Labels: enhancement

(The image above shows the issue that I completed with the above code, [link](#))

While this feature is old, and has been since updated, it was a core part of the very early development stages of our project. This feature allowed the user to get money by selling a stock item in game.

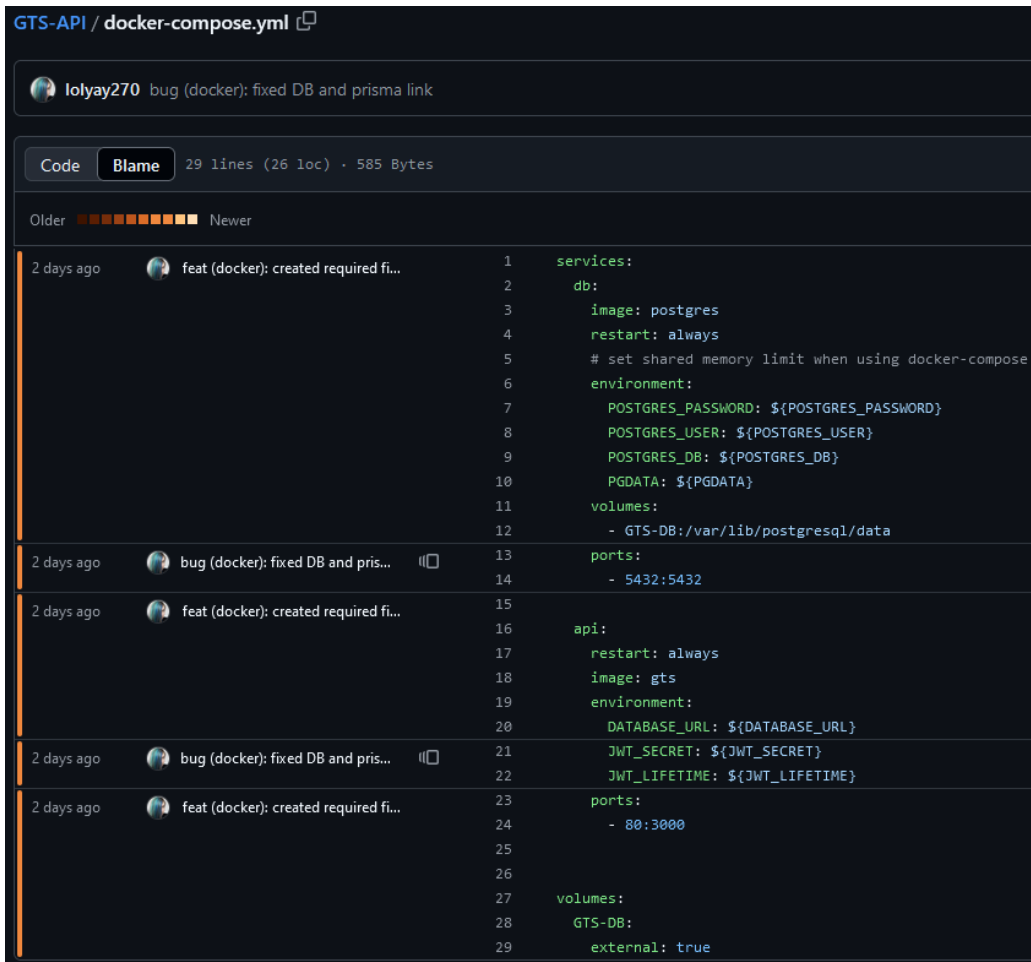
```
feat (UI): store hover effect work... 113    /// <summary>
114    /// Collect all the animation triggers for all buttons into one list
115    /// </summary>
116    private void SetUpAllButtonsAnimationsList()
117    {
118        foreach (GameObject tab in tabs)
119        {
120            allButtonsAnimationTrigs.Add(tab.GetComponentInChildren<Button>().animationTriggers);
121        }
122        foreach (GameObject mult in multiplierButtons)
123        {
124            allButtonsAnimationTrigs.Add(mult.GetComponentInChildren<Button>().animationTriggers);
125        }
126        allButtonsAnimationTrigs.Add(buyButton.GetComponentInChildren<Button>().animationTriggers);
127        //storeItemSlot buttons are setup in CreateGridItem()
128    }
129
130    /// <summary>
131    /// Switch all button hover effects to match input device
132    /// </summary>
133    private void HandleInputDeviceType()
134    {
135        if (InputDeviceManager.Instance.ActiveDevice == InputDevice.KeyboardMouse)
136        {
137            foreach (AnimationTriggers trigs in allButtonsAnimationTrigs)
138            {
139                trigs.highlightedTrigger = "Highlighted";
140                trigs.selectedTrigger = "Normal";
141            }
142            UIManager.Instance.EventSystemMain.SetSelectedGameObject(null);
143        }
144        else if (InputDeviceManager.Instance.ActiveDevice == InputDevice.Gamepad)
145        {
146            foreach (AnimationTriggers trigs in allButtonsAnimationTrigs)
147            {
148                trigs.highlightedTrigger = "Normal";
149                trigs.selectedTrigger = "Highlighted";
150            }
151            UIManager.Instance.EventSystemMain.SetSelectedGameObject(selectOnOpen);
152        }
153    }
154
```

(The images above show code I wrote to change animation triggers, [link](#))

The above code manages the hover animations on all menu buttons depending on what input type the player is using. Although the final solution is quite compact and just a few foreach and if statements, the process was much larger. This feature allows players to swap between controller and mouse/keyboard seamlessly without going into a setting in the non-existent menu.

## 2.1 Improve the quality of the project

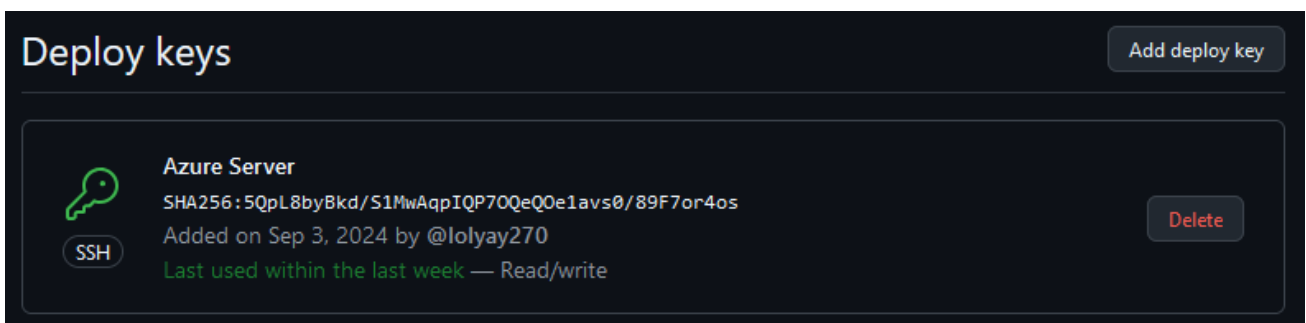
Contribute to project security:



The screenshot shows a GitHub commit titled "bug (docker): fixed DB and prisma link" by user lolyay270. The commit message is "feat (docker): created required fi...". The code is a Docker Compose file named "docker-compose.yml". The file defines two services: "db" and "api". The "db" service uses the "postgres" image and sets environment variables for "POSTGRES\_PASSWORD", "POSTGRES\_USER", "POSTGRES\_DB", and "PGDATA", all linked to variables in the ".env" file. The "api" service uses the "gts" image and sets environment variables for "DATABASE\_URL", "JWT\_SECRET", and "JWT\_LIFETIME", also linked to variables in the ".env" file. The "api" service also has a "ports" section with "80:3000" and a "volumes" section with "GTS-DB" linked to an external volume.

```
1  services:
2    db:
3      image: postgres
4      restart: always
5      # set shared memory limit when using docker-compose
6      environment:
7        POSTGRES_PASSWORD: ${POSTGRES_PASSWORD}
8        POSTGRES_USER: ${POSTGRES_USER}
9        POSTGRES_DB: ${POSTGRES_DB}
10       PGDATA: ${PGDATA}
11       volumes:
12         - GTS-DB:/var/lib/postgresql/data
13
14     ports:
15       - 5432:5432
16
17     api:
18       restart: always
19       image: gts
20       environment:
21         DATABASE_URL: ${DATABASE_URL}
22         JWT_SECRET: ${JWT_SECRET}
23         JWT_LIFETIME: ${JWT_LIFETIME}
24
25       ports:
26         - 80:3000
27
28       volumes:
29         GTS-DB:
30           external: true
```

(The image above shows variables linked to the .env file, instead of showing passwords etc, [link](#))



(The image above shows a deploy key that I created to commit from Azure server, [link](#))

The above images show that I am aware of security issues, particularly showing passwords as plain text, or passwords being hacked. For the passwords saved in the Azure server, I linked each variable to the .env file, this stopped it showing as plain text, and the .env file is only stored on the server. All passwords I have created (Postgres DB and GitHub deploy key) are very long and have high entropy to ensure hackers do not get access.

## Participate in code/solution review to ensure high-quality outputs:

lolyay270 left a comment

Member ...

### Review

This fix is really important and I am glad the solution has been found and is being fixed.

Although when I tested this fix, the mouse sensitivity was extremely high, and the controller was extremely low. This was the same with running in editor and build.

While testing I noticed that you were multiplying the sensitivity to the input values before the input type was tested, which would force the camera to have the wrong sensitivity for 1 frame.

Here's a tweak that I found worked on my PC (although I'm sure the exact values will differ for you):

```
// Top level variables to swap for lookSensitivity
// Ive shown here in code what I had them set as in editor (they arent hard-coded)
[SerializeField] private float mouseLookSensitivity = 0.25f;
[SerializeField] private float controllerLookSensitivity = 250f;

// Inside Update()
Vector2 lookInput = lookAction.ReadValue<Vector2>(); //removed * lookSensitivity here
float lookSensitivity; //moved down from top level

if (!inputIsDelta) // only mutliply by deltaTime if not using delta input (mouse)
{
```

(The image above shows a review I made on one of Josh's PRs, where I found some bugs, [link](#))

otherotherjosh commented on Aug 2

Member Author ...

The issue with controller sensitivity was considered while I was working on this, but I decided that it did not need to be worried about as it was not mentioned in the issue or feature description. I was going to create a serialized field "controller buff" (or something like that) to multiply all controller input by *on top of* lookSensitivity so that we can vaguely match the feel of mouse/controller and have one centralized slider that changes look sensitivity. Let me know what you think of that idea, otherwise I will implement your suggestion.

lolyay270 commented on Aug 2

Member ...

My apologies for reading the issue incorrectly and assuming that controller was part of this.

I agree that controller sensitivity is out of scope and should be implemented with another issue and PR.

As for how it would be adjusted in the future, I jump between controller and mouse constantly, which means if there was only one slider for look sensitivity, I would be constantly changing it. I feel controller and mouse should be different and not depend on each other.

(The 2 images above show a conversation me and Josh had inside of the same PR)

The images above show a code review that I completed for Josh. I noted several issues in my review. One of those issues, the controller sensitivity, was not within scope of the original issue and we had a small conversation on the topic. The other issues, mouse sensitivity and the incorrect order of code, were fixed and released.

**lolyay270** left a comment Member ...

Overall this feature is well coded and works as intended.  
All fields are well designed, validated and the passwords are salted and hashed.  
There are a few fixes that need to be coded, most are small and do not effect the use of the API, unfortunately there is one larger issue in the user controller. All fixes have been noted in inline comments next to the issue code  
I'm sure users will be very happy to use this feature to continue with their game progress at a later date.

**lolyay270** last week Member ...

Since money has been moved to the saveGame objects,  
The getUsers and getUser methods still have `select: { money: true }`  
which makes both methods show a prisma error

You may want to use the prisma function `omit`  
This way each time the schema for user changes, the prisma query shouldnt have to change

```
const user = await prisma.user.findUnique({
  "where": { "id": String(req.params.id) },
  "omit": {
    password: true
  },
});
```

Note it is a preview feature and I have not researched if this means it may come with issues  
<https://www.prisma.io/docs/orm/prisma-client/queries/excluding-fields>

```
86 +   item_type: Joi.string().regex(itemTypeRegex).messages({
87 +     "string.base": "Item type should be a string.",
88 +     "string.pattern.base": "Item type can only consist of captial letters.",
89 +     "string.empty": "Item type cannot be empty.",
90 +     "any.required": "Item type is required.",
```

**wilsjw** marked this conversation as resolved. Hide resolved

**lolyay270** last week Member ...

There is no need for the "any.required" message here since this field doesn't have `.required()` attached  
This happens in a few update schemas

**wilsjw** last week • edited Member Author ...

Thanks for pointing this out! This is actually the reverse and a problem with me copying and pasting without checking properly. The schemas that don't have `.required()` should and I will add it instead of removing the messages!

**lolyay270** last week Member ...

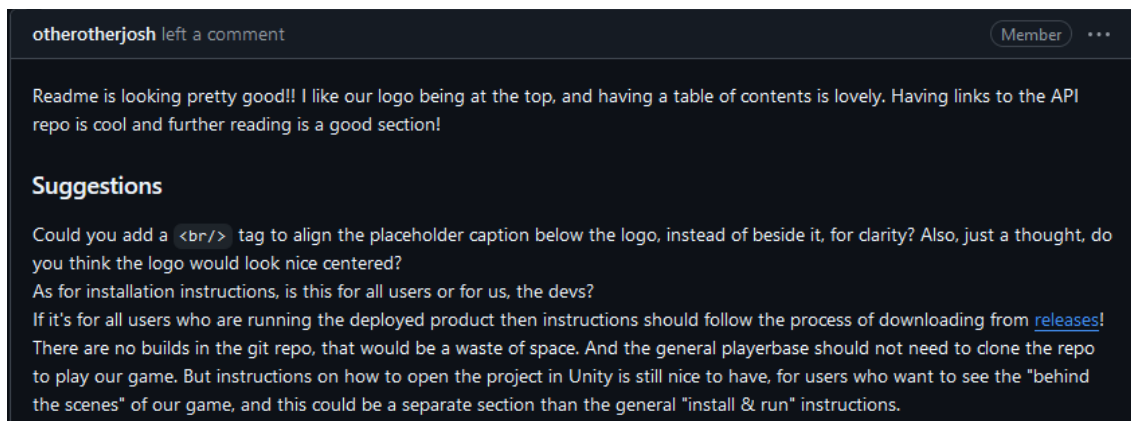
But these are update schemas. Adding on `.required()` would make it so you have to include every field in the JSON request when you update an object, which is not necessary

(The images above show a code review I completed on one of John's API PRs, [link](#))

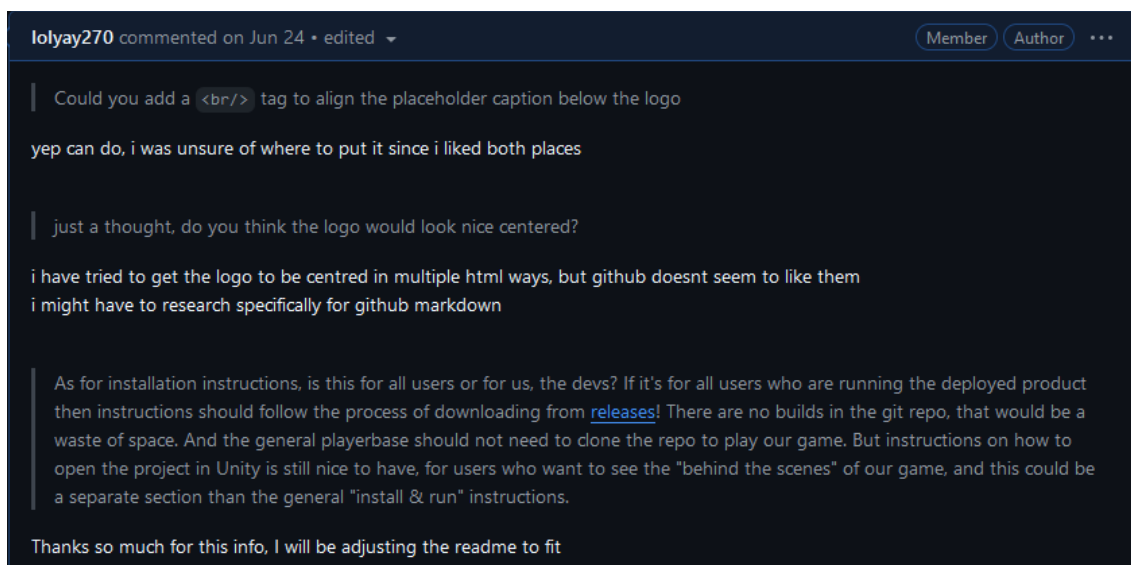
The code review in these images had quite a few issues that I found (12 in total). Most of the issues I stated were fixed, but some were out of scope for this PR. I made sure my main comment of the review was a complement sandwich. The prisma "omit" feature was not able to be implemented, but John did code a similar way of removing the password in JS instead.



## 2.2 Respond to feedback to produce high quality outputs



(The image above shows a review Josh made on one of my PRs, [link](#))



(The image above shows my reply to Josh's review, in the same PR)

The images above show me taking constructive criticism and making my code better. I really liked this review because I was a bit on the fence with a couple decisions. Sadly, this is only a readme file, but all other code I have made, has been immediately approved without need for adjusting.