

COMPLETED FEATURES:

- Video game track and player object has been completed
- User has control over the player object in the video game and the course can be completed
- Menu for the game has been setup
- Website ejs files have been setup for the home page, sign up page, and my profile pages
- PostgreSQL database has been setup: it contains user names, user passwords, and a column for each user's best time on the course
- The part of the integration layer that connects the website to the database is completed
 - I.e. when someone signs up with a new account, their account is added to the SQL database appropriately
 - NodeJS server runs the website on the local host effectively

WHAT WORKED DURING DEMO

- The website NodeJS server ran the website well during the demo
- The integration layer worked appropriately as a user account was successfully added from the website into the PostgreSQL database.
 - This was shown on the home page which displays the database of users that we have. The new user account was added to the SQL table, and the website displayed the updated table
- The video game worked
 - The course was clearly visible
 - Control over the player object worked well as one of our group members moved the player object along the course
 - All of the physics including drag, gravity, etc worked well

ISSUES WHILE DEVELOPING THE PROJECT: BEFORE DEMO

- Website: Getting the integration layer to catch when a user tried to create an account with the same user name as another account already in the SQL database. This was solved however.
- Game: Making sure each of the 3 people we tasked with completing the game could all access the same Unity scripts and overall unity project. This was solved.

TA SUGGESTIONS

- Game
 - More features, like a leaderboard in-game menu, changing player object, etc.
 - Have the game interact with the database (this has already been planned)
 - More out-of-game main menu options
- Website
 - Personal profile page for each user, profile pics, etc (already been planned)
 - Stretch goal, posts to facebook from website etc.