**Progress Report**

**- Increment 1 -**

**Group 9**

# Team Members

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1. **Project Title and Description**

**KeyFlow**

A web application used to test and practice typing speed and accuracy.

1. **Accomplishments and overall project status during this increment**

During this increment, we set up the base of our typing website on the front end and started the back end development in order to create the basic typing test option stated in our plan. We set up the basic design of the front end web page that we will be using in later increments to display the game and our website. At this time, the website supports user registration and login that is linked to our database that was set up and hosted with PostgreSQL on AWS. We also set up the base functionality for the typing test that we will be creating using Phaser.js. At this time, our basic typing test has simple typing functionality with generation of random words, and tracking of corresponding user statistics. We are on track with the initial scope and functionality proposed, as we have established the website and made sure everything is set up in order to begin the next phase of development.

1. **Challenges, changes in the plan and scope of the project and things that went wrong during this increment**

One challenge during this increment was the fact that none of our team members have had experience with Django until this time, and it was found to be challenging understanding and figuring out how everything in the website linked together between the front end and the back end. We dealt with this challenge by spending extra time finding tutorials on Django and messing around with it to figure out how everything worked. Another challenge that we came across was the integration of the PostgreSQL database with AWS and Django/Python. It was challenging finding a way to allow seamless connection between Django and PostgreSQL for all group members, but this challenge was dealt with by testing different connection methods/services. One change that occurred since the initial plan was our database choice. We had to switch to PostgreSQL from our initial choice of MongoDB since MongoDB was not able to be accessed on FSU wifi. Another change that occurred was the switch from our initial plan to develop the game on Python Arcade to now developing the game through JavaScript, with Phaser.js. This change occurred because at this time, Python Arcade does not allow us to run the game through our website. There were no major things that went wrong during this increment, just slightly inconveniences with the switching of technologies from our original plans.

1. **Team Member Contribution for this increment**

Megan Cole:

1. Progress Report: All sections of the progress report.
2. RD Document: During our group discussion, checked over the document and made any necessary changes.
3. IT Document: During our group discussion, checked over the document and made any necessary changes.
4. Source Code:

* Set up the database on AWS and connected it to Django as well as setting up the database tables.
* Set up a base for getting statistics from the typing test with JS and getting into the database through Django.
* Added the feature to generate random words/sentences using Python libraries and sending it to our JS game page and database.

1. Video:

* Recorded section for our plan for increment 2.

Brandon Pina:

1. Progress Report:
2. RD Document: 5- 7
3. IT Document:
4. Source Code:

* Set up the phaser framework
* Created basic reusable functions for typing test
* Connected JS game to HTML page

1. Video:

* Recorded video going through source code

Kaitlyn Krause:

1. Progress Report:
2. RD Document: Parts 1 - 4
3. IT Document:
4. Source Code:

* Set up django framework
* Created account register functionality

1. Video:

* Recorded video for general overview and demo

Tara Kerstetter:

1. Progress Report:
2. RD Document:
3. IT Document: Parts 1-2
4. Source Code:
   1. Set up the basic HTML pages and CSS
   2. developed a navbar for navigation through the website
   3. implemented login and logout functionality
   4. started framework for user session IDs
5. Video:
6. **Plans for the next increment**

For the next increment, we first plan to finish the setup of the most basic typing test option, where the user can just perform a typing test and retrieve statistics from their result. Then, we plan on implementing more features into this typing test, including more text customization for the user to choose the difficulty of the provided text as well as other features such as letter tracking. On the front end, we plan on adding more basic features onto our website such as the leaderboard, profile view, and other essential features of a website. After this first level of our game/website is complete, we hope to begin with adding more specialized features such as less basic typing test game modes and mini games, as well as make the website support all the extra features such as our battle pass option we intend.

1. **Stakeholder Communication**

Dear [Stakeholder Names],

We are writing to provide an update on the progress of the KeyFlow application. We are pleased to inform you that we have successfully set up the initial website and framework for the typing test you have requested. At this time, we have a functional web page that will be used to host the main typing test as well as its corresponding features. Specifically, we have established all the needed framework to allow users to access the website, register for an account, with this data seamlessly connected with our data storage system for the desired statistics for each user’s typing test results. The prototype of the basic typing test has been set up as well, which consists of the user’s ability to take the test, and receive their results.

The project has been making consistent progress, and we are on track to implement all features previously discussed. We have faced slight challenges due to limitations on technologies that were in the original plan, however by switching to new technologies we are no longer dealing with these limitations. While these challenges did provide a slight delay in production, we are confident that this will not affect the overall production time. In fact, this change will allow us to work more efficiently and ultimately produce a better product with no change to the planned timeline. Due to the nature of the limitations discussed earlier, this change will also result in a better user experience and ease of development in the future.

As for the next steps of development, we will be further refining the website’s functionality and completing the basic typing test with all of its intended features. By our next update we plan to be finished with the majority of the features related to the basic typing test mode, and afterwards we will begin development on the various mini-games and enhanced performance aspects that are desired.We will keep you updated as we progress through development.

Best regards,

KeyFlow Development Team

1. **Link to video**

[**https://youtu.be/SNJ96nWl7n0**](https://youtu.be/SNJ96nWl7n0)