

# Project Milestone 3

Team Number:

111-3

Team Name:

Team Runner

Team Members:

Tristan Hanna

Jianbai Lei

Manny Navarrete

Mitchell Phelps

Alexa Rinard

Beau Walters

Application Name:

Runner

Github Repo:

[https://github.com/mitchellphelps/CSCI\\_3308\\_Project](https://github.com/mitchellphelps/CSCI_3308_Project)

## Completed Features:

- The user is able to control the character in the game, who is moving at a constant speed to the right, by jumping up to two times to avoid certain levels of incoming obstacles.
- When first visiting the website, the user is put onto a title screen where they have the options to play the game, see the leaderboards, log in, or sign up.
- The user can click sign-up which allows them to enter a username and password. This information is written to our Firebase database.
- The user can click on the scoreboard button and see a list of the top users and scores.

## Working During Demo:

- Game physics, collision detection, and player control worked during the demo. The high score of the user was stored locally, but was not stored to the database yet.
- The user is able to sign up using a username and password. The default high score of a new user is 0. The entered username and password are stored in a Firebase database.
- The title screen buttons and modals worked without any error.

## Issues During Demo:

- We only had one feature working. The database was not complete. This database has been implemented since the demo.

## Issues During Development:

- We have had some issues in development validating that a user has not already signed up as a user. We need to compare the name that someone uses to sign up as a user to the usernames we already have in our database to make sure we do not overwrite previously existing accounts.
- Difficulty in determining what method to use to implement the database. We settled on Firebase because team members had prior experience with the service.

## Suggestions From RA:

- Possibly include more features in a final project such as:
  - Different levels that could either differ in design or difficulty.
  - Add a more fluid front-end that is easier for users to navigate.
- Get the database working. Specifically be able to at least write to the database and prove that a new user was created.