

Revised Milestone 03

The risk we were having were storing user data properly simultaneously by actively communicating and ensuring to keep up the efficiency of team members work progress. We missed using GitHub to do the reviewing codes because we usually do the code review while we have meetings in person. We did several pull requests for different features in different code files in GitHub for the revision milestone 3.

<https://github.com/CSC-648-SFSU/csc> <https://github.com/CSC-648-SFSU/csc-648-project-csc648-01-fall22-Team05/pulls>

Appendix I – Rubrics and checklist for Part 1 Milestone 3 review: Project Status and UI Review. Use modification of this for M3 summary

Section: 01 Team: 05 Date: 11/10/22
Number of students present: 5

1. UI and functionality feedback (P1 functions only)

During the meeting, students will demonstrate to run your SW from deployment server:

- Test 5~6 P1 features
- Show UI and usability: adherence to the feedback on UI mockup at M2, layout, flow, clarity, functionality etc.

Front end features – Sign up, Log in
Back end – play game, display leader board

- Instructor's comments on functionality for your demo (should be filled after your demo on M3)
- . Updating chips for game, Multiplayer functionality**

- Instructor's comments on UI (should be filled after your demo on M3)

. Account information should be implemented to be able to search

Finalized features

Front end – Web pages well-adjusted to the device's browser, sign up, log in, Email validations, Password validations, Delete Account information

Back end – Store the player scores and display, properly working game with updating chips, Single player function