

GROUP MEMBERS

- Ishan Gohil
- Erik Hirschmann
- Chengming Li
- Nathan Mukooba
- Kartik Sharma

How do you settle a bet?...

THE OLD FASHIONED WAY

In a time of war and famine, our project attempts to resolve conflicts in a classy and respectable manner.

 Through our platform we provide a lightweight browser application to allow users to bet and play pong against each other in a fast paced and fun environment.



TOOLS USED

PROJECT TRACKER:

Slack (5 Stars)

GitHub Project Board (4 Stars)

VCS REPOSITORY:

GitHub (5 Stars)

DATABASE:

PostgreSQL (4 Stars)

UI TOOLS:

Figma (3 Stars)

HTML (4 Stars)

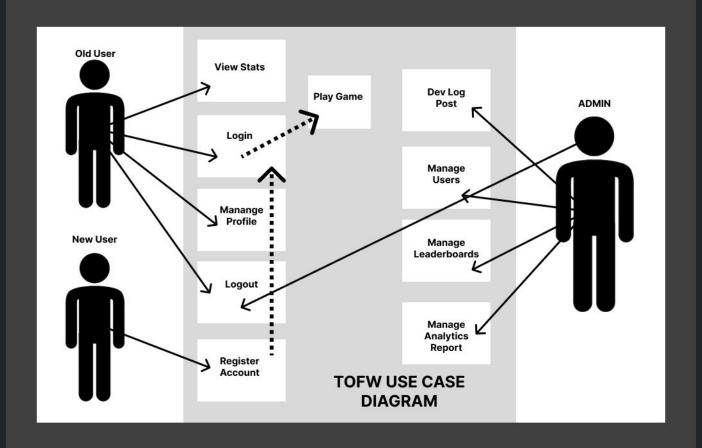
EJS (2 Stars)

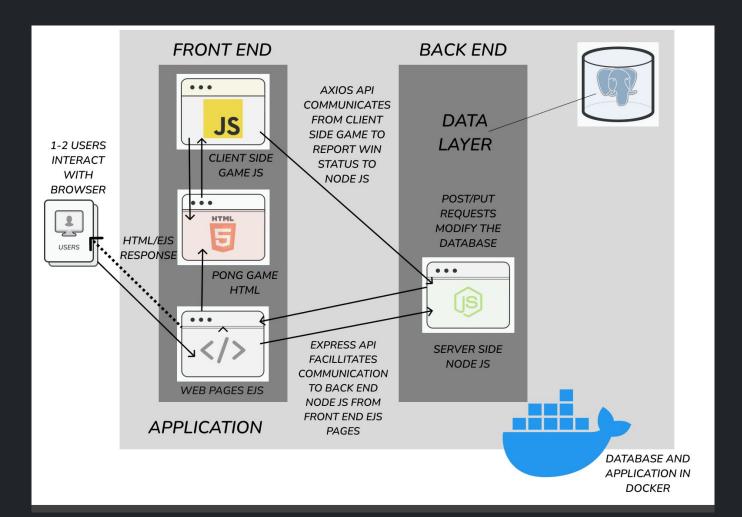
APPLICATION SERVER:

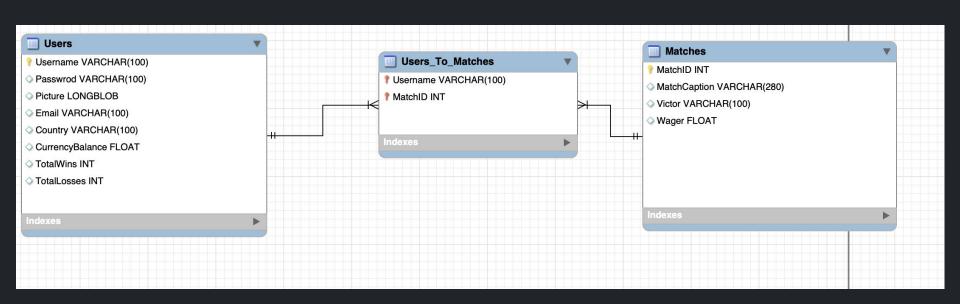
NodeJS (3 Stars)

DEPLOYMENT ENVIRONMENT:

LocalHost (5 Stars)







CHALLENGES

- Timeline was a problem, we needed to scale down our project and goals because of the time we were given.
- Figuring out a way to login two user accounts and create a session for them.
- We had figure out how to communicate two javascript files, a server side and a game side by utilizing APIs.

FUTURE IMPLEMENTATION:

- If there was more time we would like to implement:
 - Online multiplayer rather than having local gameplay.
 - Use Venmo or Paypal for actually bets rather than having virtual currency.
 - Add online activity for users.
 - Implement a friend system where users can add friends and view their stats and profile.

DEMO