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Drop the Code

<https://github.com/petetetete/cs386-project>

D3.3 – Release 3

CS 386 – Software Engineering

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Marco Gerosa

**Instructions**

We implemented a prototype UI for our project in a web environment and it is currently available at <https://petetetete.github.io/cs386-project/>. In order to execute our program, you simply click the link and then you are viewing our work. To play the game, open the page and press the “guest login” button, “continue”, and then “play game.” From here, you will see the level select screen that lists all the levels currently implemented in the game.

**Trello Board:**

<https://trello.com/b/xMyPrb79/cs386-project>

**Adopted Technologies:**

In this deliverable we used several web-based technologies to represent our application. We used a mixture of JavaScript, HTML, and CSS when developing the features we implemented. The HTML was used as a basis for the application and CSS was used to keep a consistent theme throughout the application. The theme consisted of a simple blue background with green buttons. JavaScript was used to develop the buttons to allow the user transition through the various pages we implemented and it was also used for the back arrow that is in the upper left hand corner of the screen. Since this is a prototype there is no need for a login and the user can just push the ‘login’ button to move to the next page.

**Deliverable Updates**

*Update 3.2*

In this deliverable we added several new screens for the user to navigate to in our application. We added in menus to create puzzles, features for teachers like checking student status and the ability to remind students to complete puzzles. Also a menu was implemented for teachers to assign students to do certain puzzles.

*Update 3.3*

The actual game has been implemented now with several distinct levels to choose from. The game is also interactive with users so they can actually play it. The user is able to choose which commands they would like to see the character do to reach their goal. There are commands to move the character in a direction, run through the commands in a loop for a certain amount of times, wall detection, and several others.

**Group Participation:**

Peter – Cleaned up visual design of page and designed some levels.

Hayden –

Garrison – Created initial level designs and contributed to the deliverable.

Gage – Coded game and functionality of pieces in the game.