

Future Millionaires



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**Leader

Scrum Framework

Scrum framework benefited us throughout the project because it helped us communicate amongst group members easier as well as kept us on track when working on the project. We all collaboratively worked together during the initial planning phase in order to have a solid foundation for the project. Tasks, roles, and rules were established, which made it easier to work and interact amongst each other.

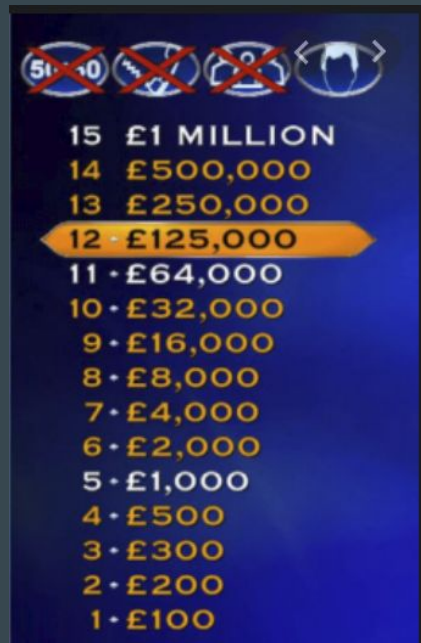
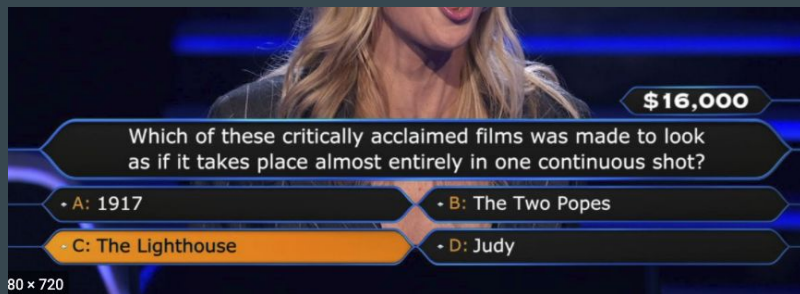
Communication was significantly increased as a result of Scrum framework since our group was meeting up quite often to discuss the project, and this just made us work even more efficiently.

User - Problem Statement / Solution + Gen Reqs

- Problem statement from user918374: “Let’s be honest, this pandemic sucks for everyone stuck at home who cannot go outside. I just wish I could play one of those popular game shows that I always watch on television.”
- Solution and General requirements: Unless you consider a link reference to the summary page an input and the page itself as an output, there are only inputs and outputs when regarding registration/login and submit pages because users will have to input their credentials in order to login while different results will be output depending on if users are able to register/login successfully or not, and the user is referenced to the dashboard and the game.

Overview

- Discord for Communication
- Decided on the game show: Who Wants to be a Millionaire
- Utilized Google Images for an idea
- Mockup by Noah and Hiren



User Interface (Skeleton)

- Created a skeleton for question format
- Created a sample website for the game

Question 1:

How much wood could a woodchuck chuck if a woodchuck could chuck wood?

Choice 1: Choice 2:

Choice 3: Choice 4:



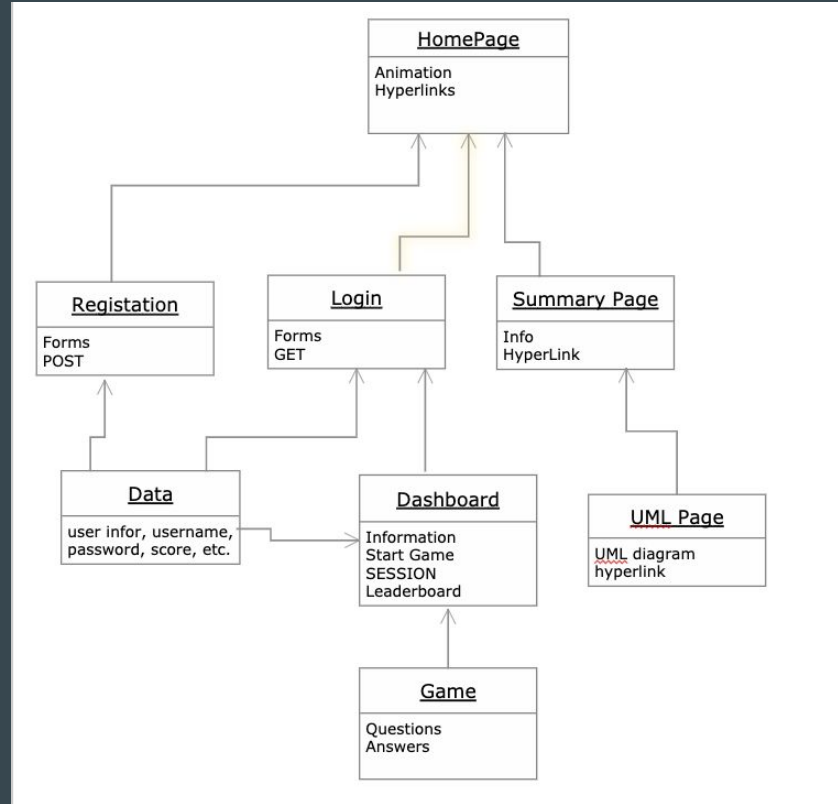
User Interface (Summary)

- We wanted the summary page to be simple, clear and concise.
- Header consistent to all pages
- Link to UML



UML Class Design

- A CSS / HTML/PHP integrated diagram showing class hierarchy and inheritance of style and animation



Key Design Features

- Who Wants to be a Millionaire game
- Home / Login / Registration
- Dashboard / Leaderboard
- Cookies
- Animations

Who Wants to be a Millionaire Game

```
$num=rand(1,18);  
$fh = fopen("questions.txt", "r");  
while($line=fgets($fh)){  
    $piece=explode("~", $line);  
  
    if($piece[0]==$num){  
        $question=$piece[1];  
        $a=$piece[2];  
        $b=$piece[3];  
        $c=$piece[4];  
        $d=$piece[5];  
        $correct=$piece[6];  
    }  
}  
fclose($fh);
```

\$num is a random value from 1-18, and each question in the text file is labeled with a number, so the question displayed will be the question whose number is picked randomly.

```
1~Which of the following is a continent and a country?~Europe~Asia~Australia~America~Australia
```

Home

- Home Page
- Register, Login, Summary page
- Animation



Registration/Login

User signs up and form POSTs to text file, then login uses GET to pass info to dashboard

If you want to be a millionaire, Create an Account!



First name:

Last name:

Email:

Confirm Email:

Password:

Confirm Password:

Username:

☐ Please agree to our [Terms of Service](#) and [Privacy Policy](#)

Submit

If you want to be a millionaire, Log In!



Username:

Password:


Submit

Dashboard

- Uses GET for username
- Leaderboard

[Logout](#)

Welcome back, pillared!



How to Play:

- There are 10 questions in total that each have four different answer choices.
- If you answer a question correctly, you can either choose to go to the next question to earn more money or quit.
- If you answer a question incorrectly, you lose the game.
- Try to answer as many questions as possible. If you answer all 10 questions correctly, you win!

Leaderboard

- Jonathan: \$1000000
- Hiren: \$1000000
- Noah: \$1000000

[Start Game!](#)

Leaderboard

- Leaderboard shows the top three users with the highest score.

Leaderboard

- Jonathan: \$1000000
- Hiren: \$1000000
- Noah: \$1000000

Start Game!

Cookies

- Cookies were used in this assignment in order to keep track of a player's score, which is basically the total amount of money he/she has earned.
- Once a player answered a question correctly, the cookie would be overridden with a new value in order to update the total amount of money earned.
- In the code snippets to the right, you can see the cookie being created as well as being overridden.

```
<?php  
  
$name = 'Score';  
$value = 0;  
$expire = time() + (60*60*24*7);  
setcookie($name, $value, $expire);  
?>
```

```
<?php
```

```
<?php  
  
$_COOKIE['Score']=5000;  
?>
```

Amount Earned

\$5000

Question 3:

What year was Apple founded?

1979 1971

1974 1976

Animations

- Transform being utilized to rotate the logo continuously
- Animation is being connected to rotation function, changing the degrees from 0 to 359. This simulates the motion of a rotating image.
- Has an on-hover effect of stretching the logo.

```
.thumbnail{  
  animation: rotation 8s infinite linear;  
  transition: width 2s;  
}  
  
.thumbnail:hover {  
  width: 300px;  
}  
  
@keyframes rotation {  
  from {  
    transform: rotate(0deg);  
  }  
  to {  
    transform: rotate(359deg);  
  }  
}
```



Testing, Debugging, and Maintenance

- Test plan: SSH into codd server using VSCode / Sublime Text Editor
- Filezilla
- Replit.com (formerly Repl.it)

Bugs

Tracking and reporting bugs:

- Most bugs occurred as a result of not being familiar with PHP.
- Debugged by echoing contents when necessary

Bugs fixed:

- Data POSTed for registration was being checked for username with wrong var, causing error in data being added.
- POST is a vartype itself. When comparing \$var to POST[""] using strcmp, must trim both datatypes to resolve unexpected value, causing ifstmt to not execute.

Unresolved bugs:

- PHP \$_SESSION data via server, -webkit animations,

References

W3schools

Geeksforgeeks