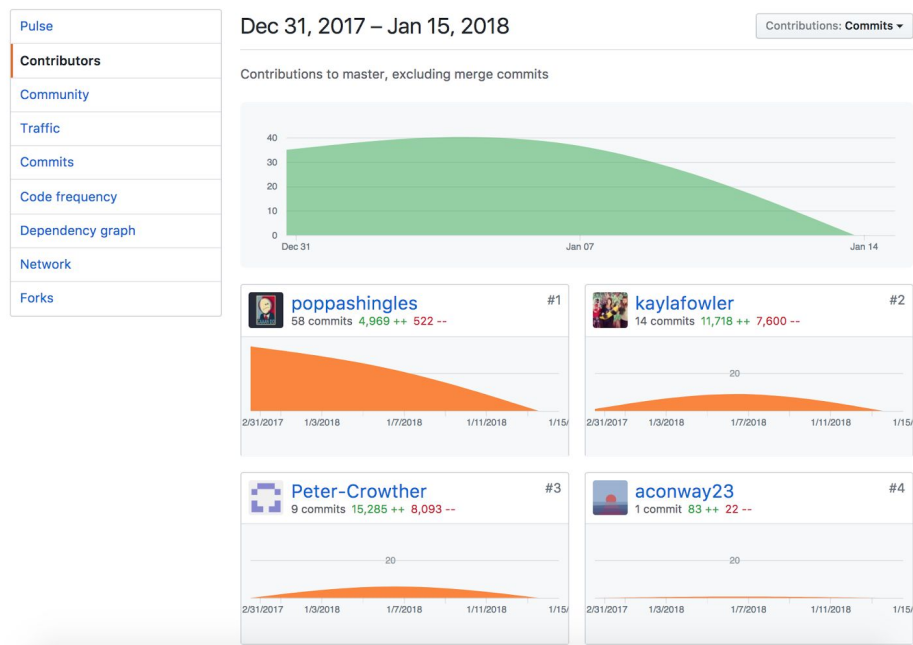## Evidence for project unit P
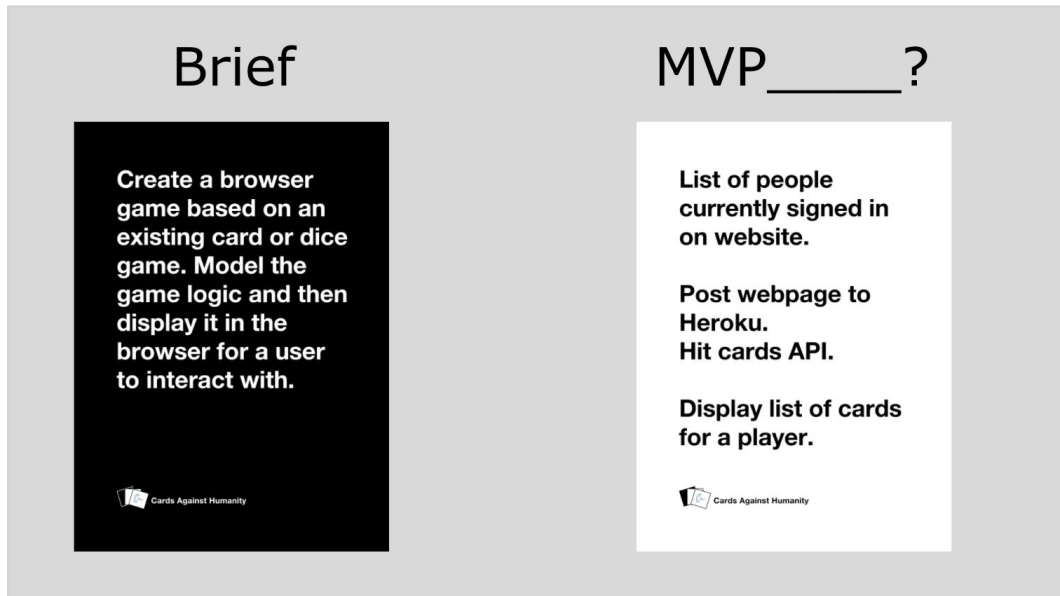## Rob Williams - Cohort E16

Week 14 - Reference P 1

Take a screenshot of the contributor's page on Github from your group project to show the team you worked with - Screenshot below.

Take a screenshot of the project brief from your group project - Below are the screenshots of the project brief, the first was used in our presentation and shows the project brief and agreed upon MVP. The second is from the original brief gist.

Brief

Create a browser game based on an existing card or dice game. Model the game logic and then display it in the browser for a user to interact with.

Cards Against Humanity

MVP_____?

List of people currently signed in on website.

Post webpage to Heroku. Hit cards API.

Display list of cards for a player.

Cards Against Humanity

Browser Game

Create a browser game based on an existing card or dice game. Model the game logic and then display it in the browser for a user to interact with.

Make your own MVP with some specific goals to be achieved based on the game you choose to model.

You might use persistence to keep track of the state of the game or track scores/wins. Other extended features will depend on the game you choose.

Provide a screenshot of the planning you completed during your group project - The screenshot below shows our trello board which worked as our moscow diagram using priority labels and was used to divide work between the group.
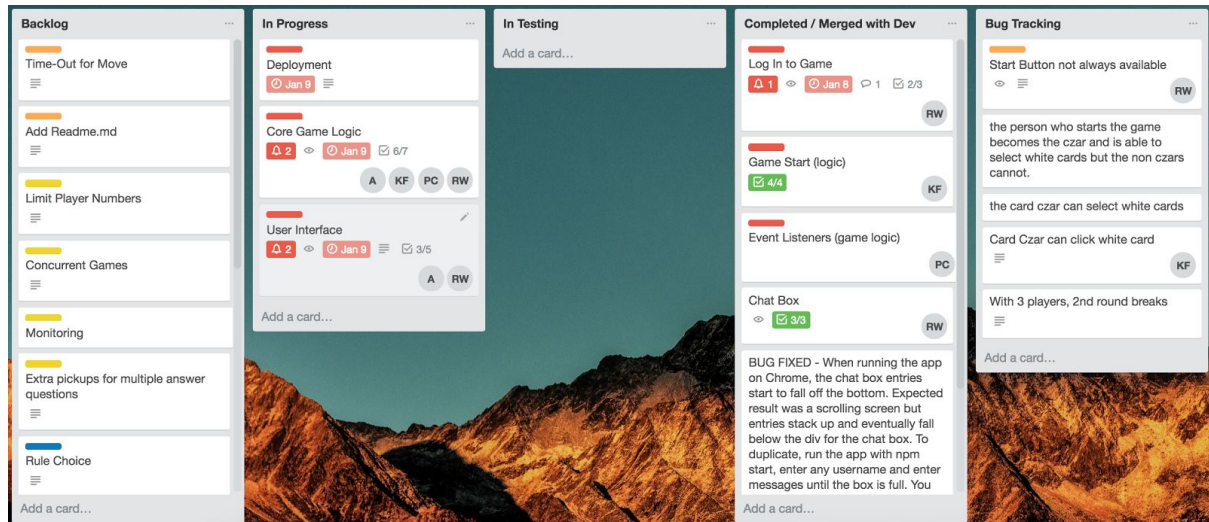
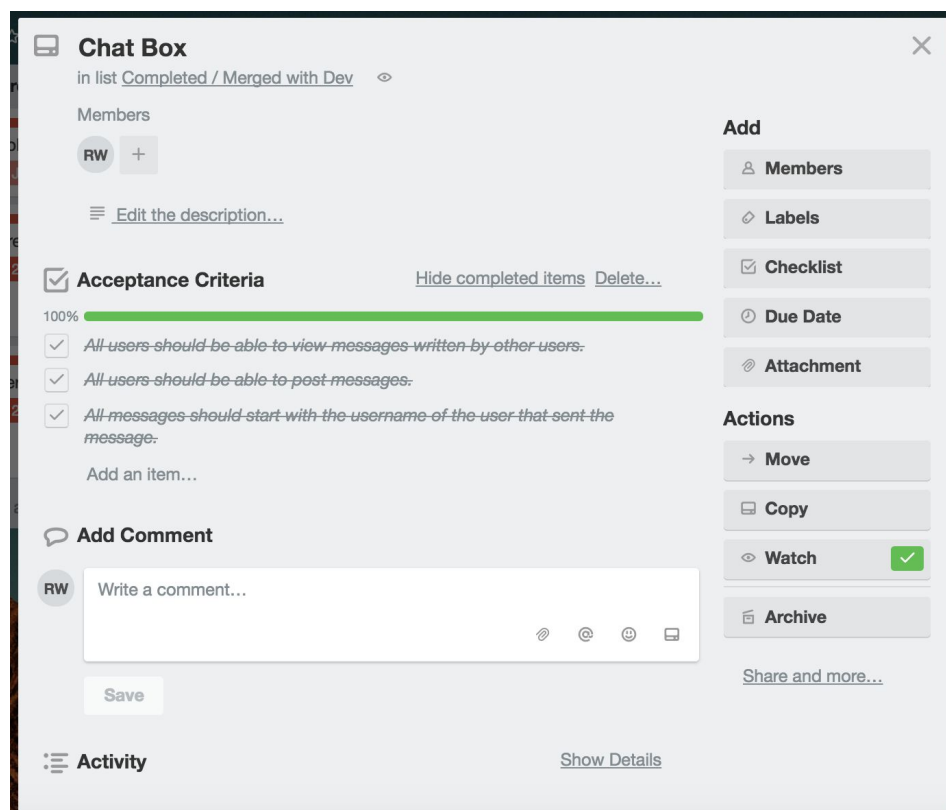The second screenshot is of our proto persona, drawn up as a target user.
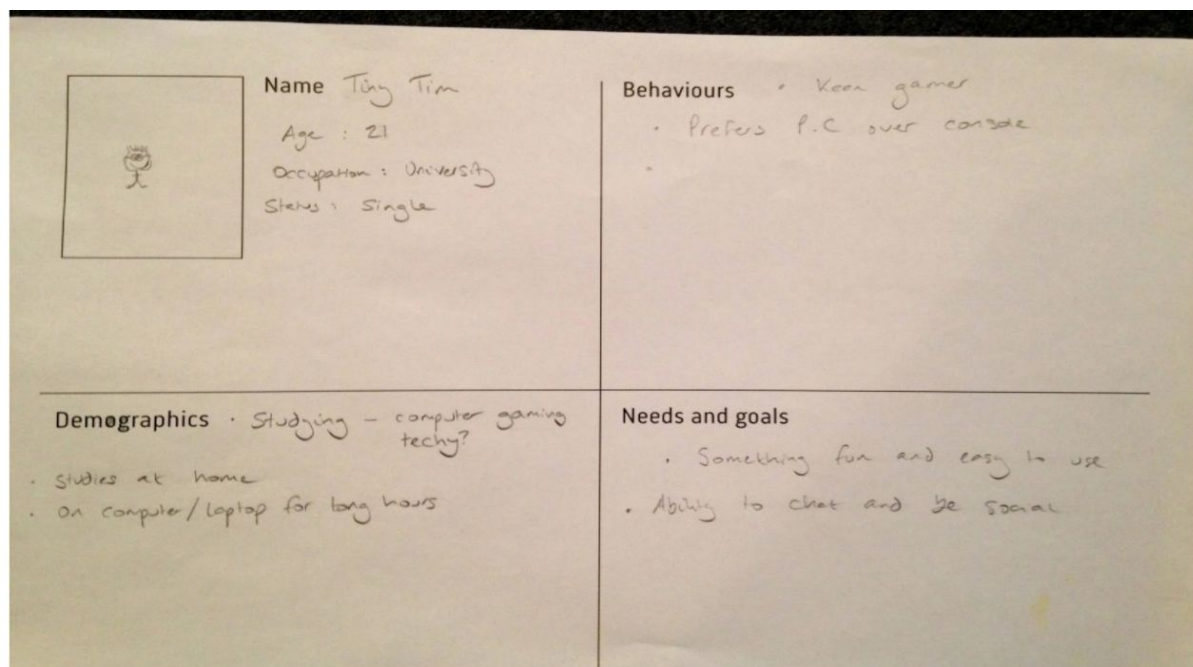
The third screenshot shows our UX planning and wireframe design for the page.
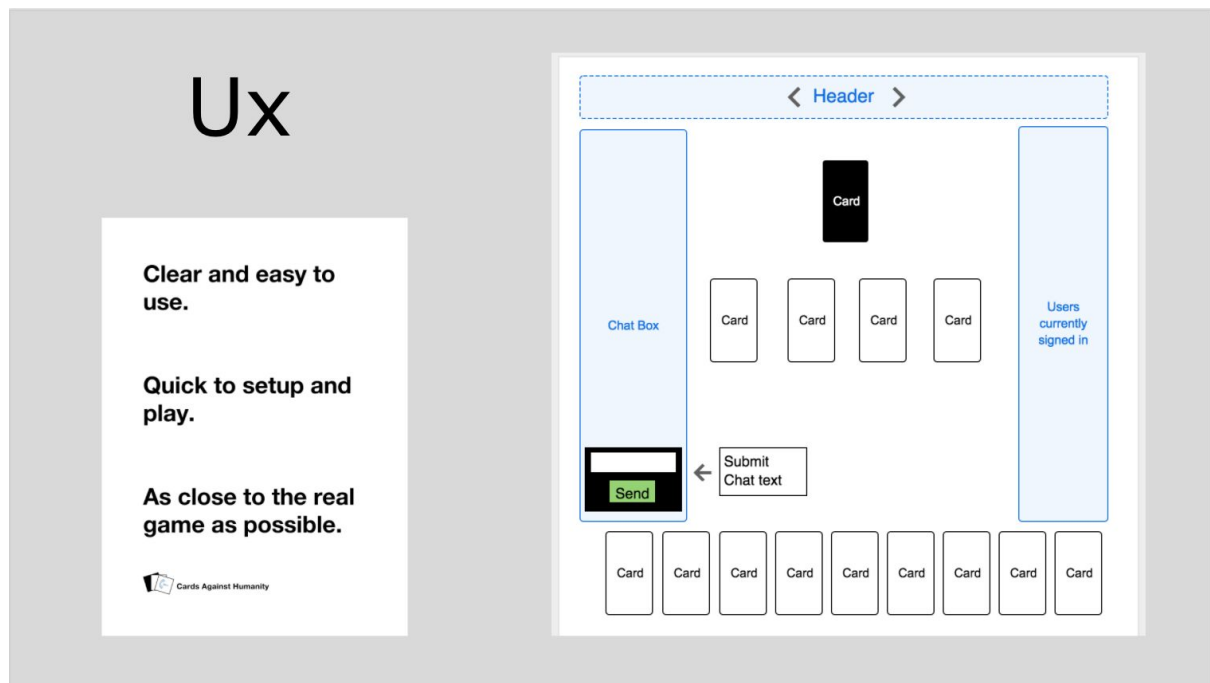
Week 14 - Reference P 4

Write an acceptance criteria and test plan - The below screenshot shows a card from our trello board where the task was broken down into three acceptance criteria and completed.

The second screenshot below shows a test plan for the initial tests for the game.

Test number	Test type	Target file	Test name	Purpose of test	Test data	Expected result	Actual result	Actions required
1	Logic	game.js	Should start with no players	Check that the players array is initially empty	None	Zero	Zero	None, test is passing
2	Logic	player.js	Should have a username	Check that a player has a username	Player name	Jim	Jim	None, test is passing

Week 14 - Reference P 7

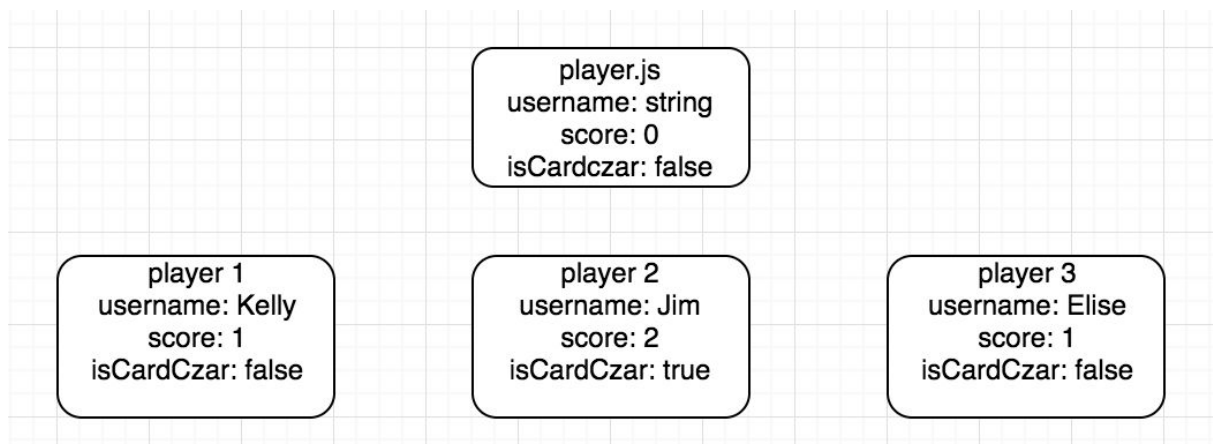**Produce two system interactions diagrams (sequence and/or collaboration diagrams** -
The first screenshot below details a collaboration diagram between an administrator and
user validation. The second shows the system interactions between a customer accessing
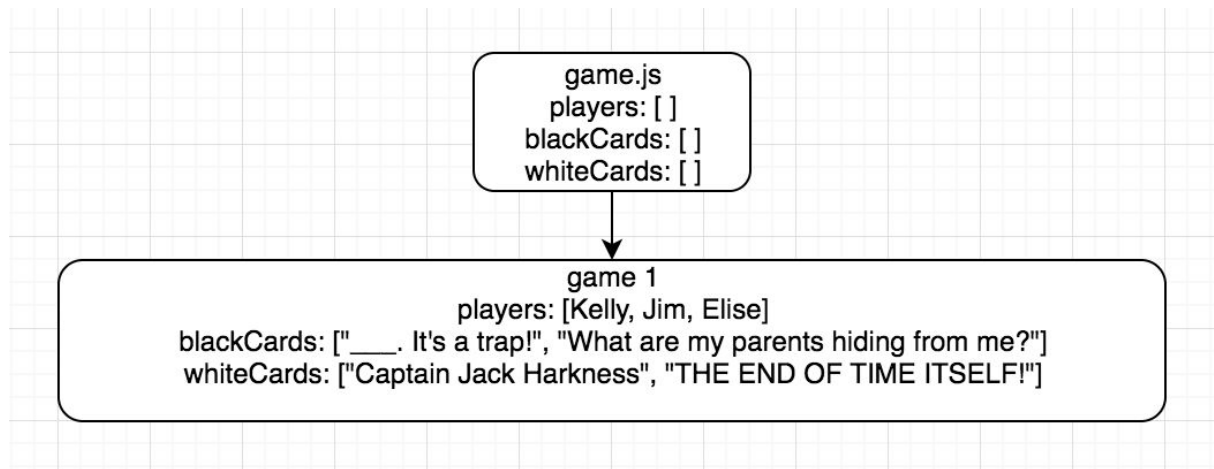their account at an ATM machine.
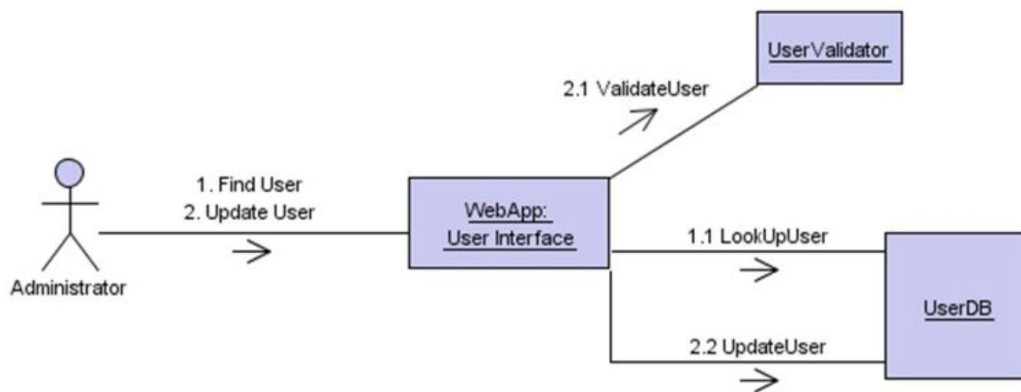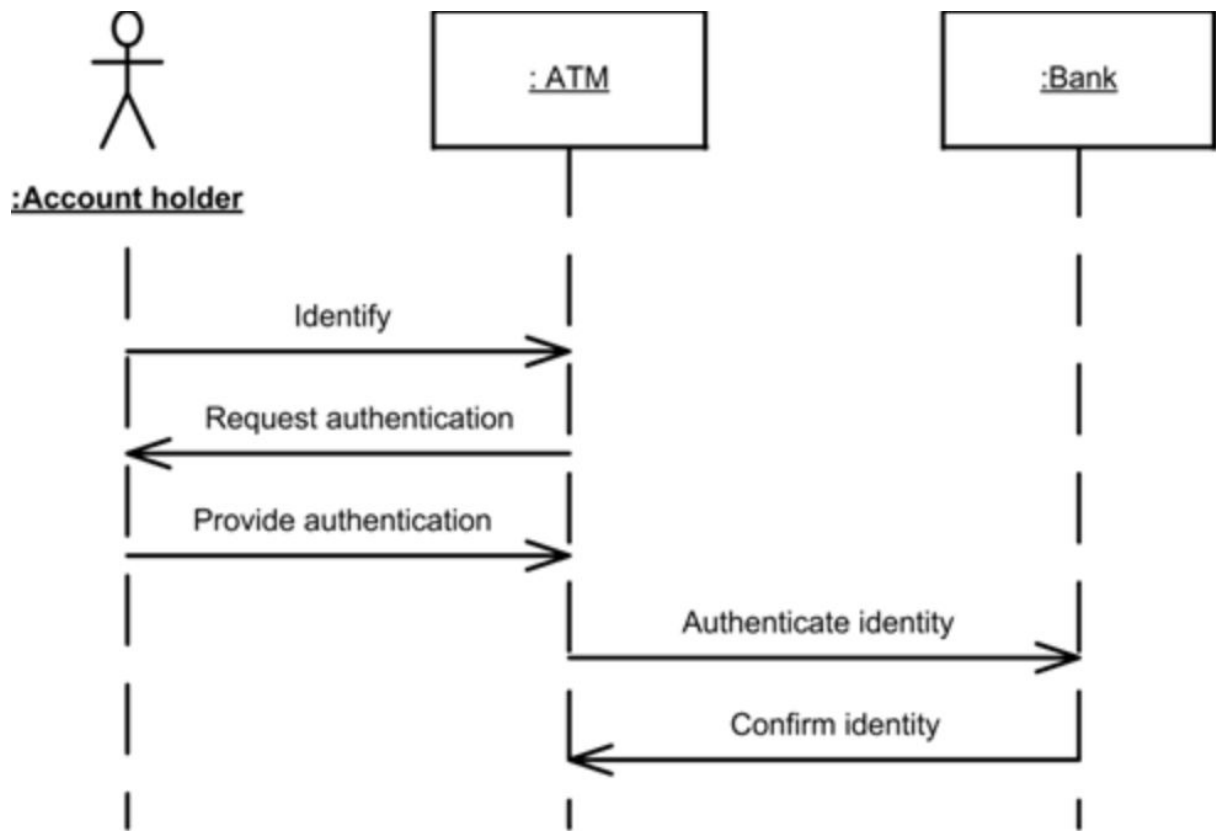
Produce two object diagrams - The below screenshots indicate a snapshot of a point in time during a typical game, firstly of the players and secondly of the game.

player.js
username: string
score: 0
isCardczar: false

player 1
username: Kelly
score: 1
isCardCzar: false

player 2
username: Jim
score: 2
isCardCzar: true

player 3
username: Elise
score: 1
isCardCzar: false

Produce a bug tracking report - The screenshot below details a bug we came across in the UI functionality which caused a problem with starting a new game.