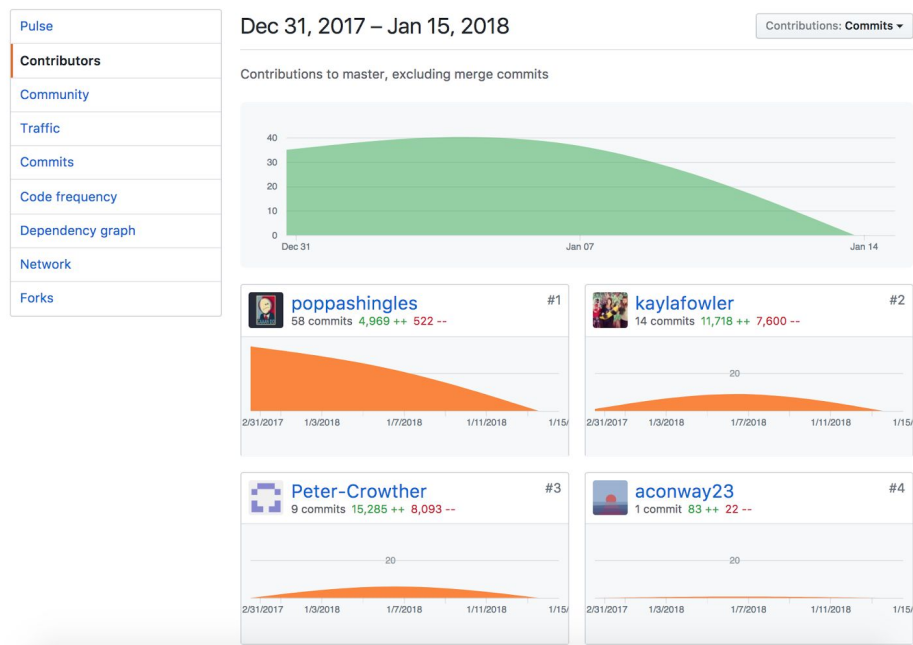


## Evidence for project unit P

### Rob Williams - Cohort E16

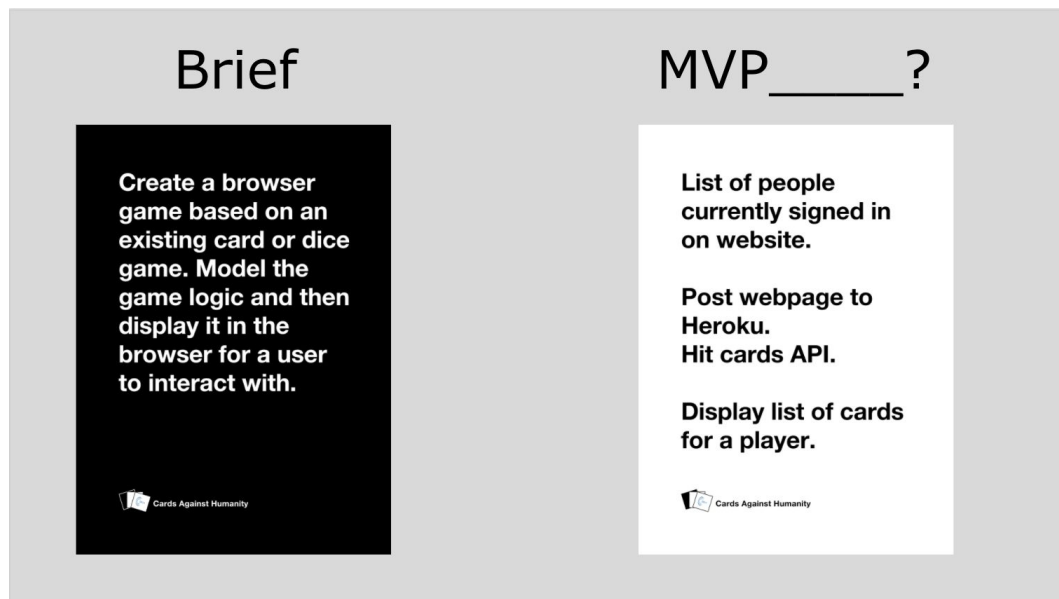
Week 14 - Reference P 1

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



## Week 14 - Reference P 2

**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.



## Browser Game

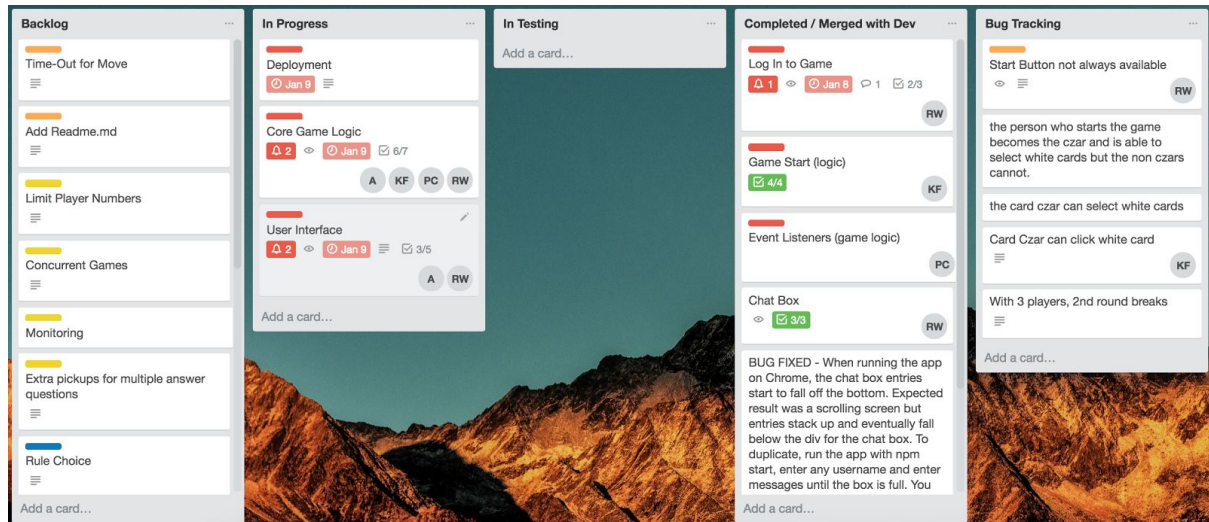
Create a browser game based on an existing card or dice game. Model the game logic and then display it in the browser for a user to interact with.

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

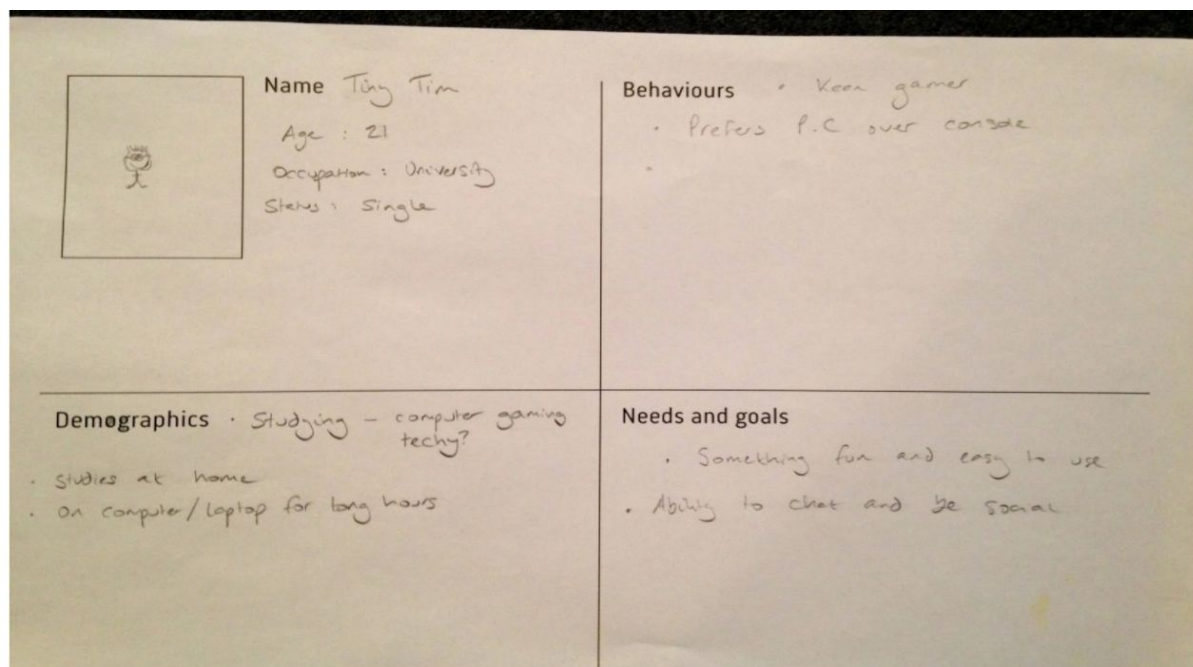
You might use persistence to keep track of the state of the game or track scores/wins. Other extended features will depend on the game you choose.

## Week 14 - Reference P 3

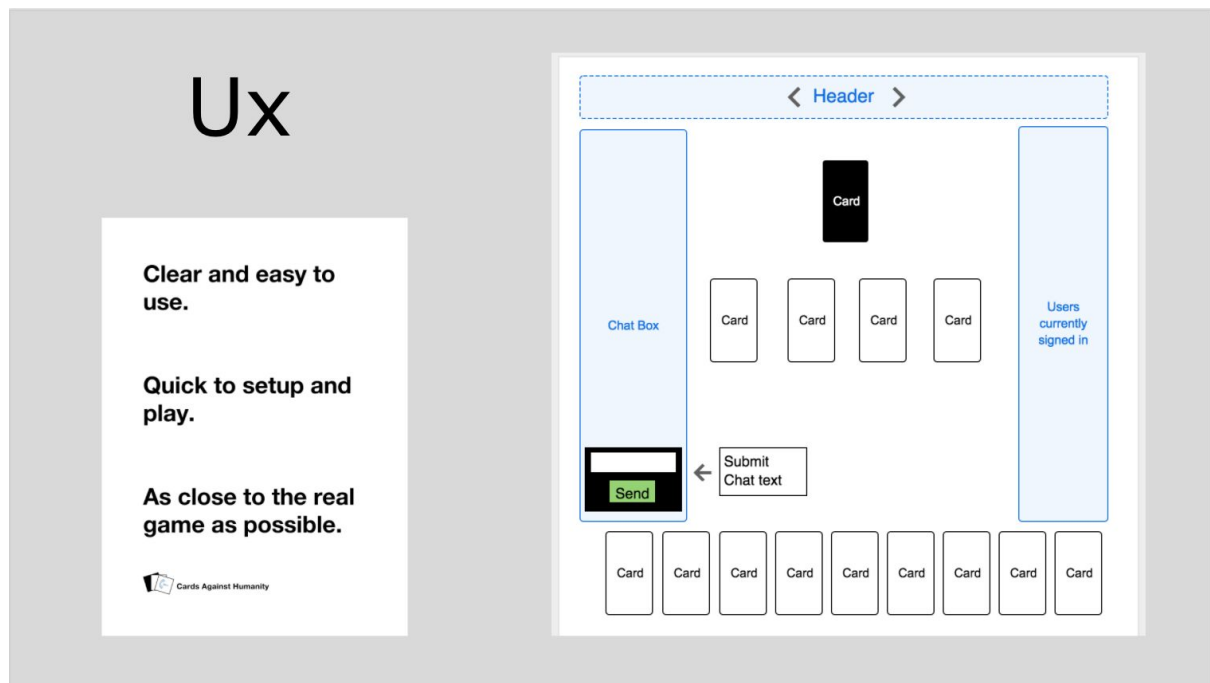
**Provide a screenshot of the planning you completed during your group project** - The screenshot below shows our trello board which worked as our moscow diagram using priority labels and was used to divide work between the group.



The second screenshot is of our proto persona, drawn up as a target user.

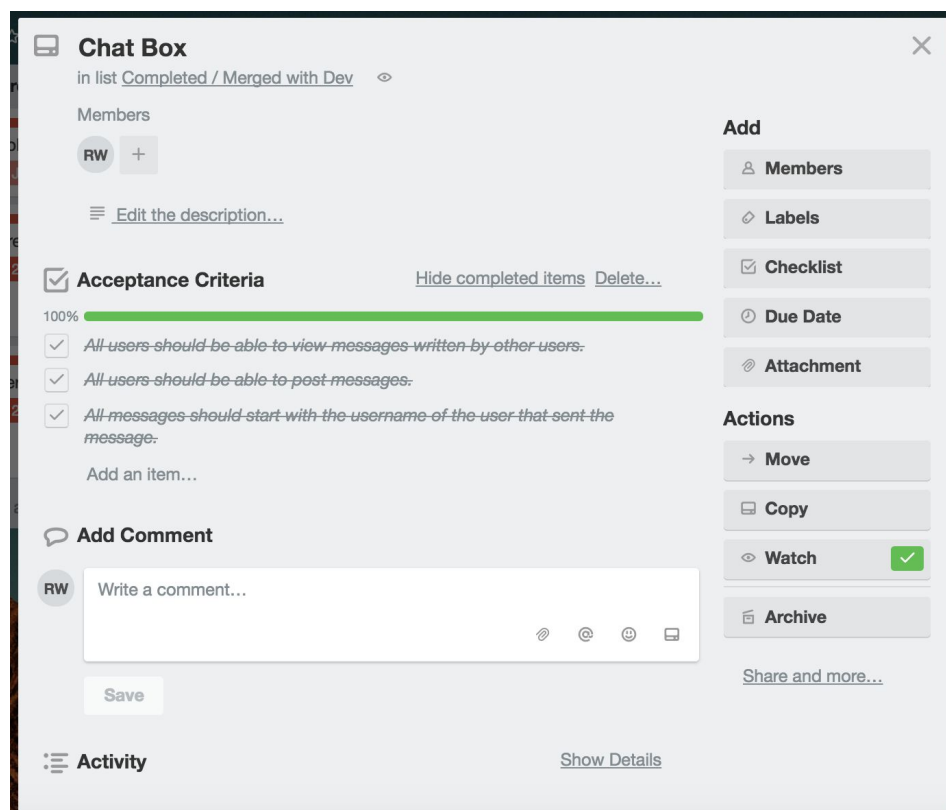


The third screenshot shows our UX planning and wireframe design for the page.



#### 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	<a href="#">game.js</a>	Should start with no players	Check that the players array is initially empty	None	Zero	Zero	None, test is passing
2	Logic	<a href="#">player.js</a>	Should have a username	Check that a player has a username	Player name	Jim	Jim	None, test is passing

## Week 14 - Reference P 17

**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.

Start Button not always available

in list [Bug Tracking](#)

Members

Labels

RW

+

SHOULD

+

Description

Edit

Kayla was in the room, it gave the start new game button.

Adam was logging in and because there was only one person in the room, it gave him the start new game button as well.

Happened while all were using Chrome and accessing the webapp hosted on Heroku.

Additionally, when a user leaves the room, the start button does not come back even though there is only one person in the room, which the logic is based on.

When all users are on the start page there is no start button. When one enters the room, all get the start button (before entering the room).

Add Comment

RW

Write a comment...

Save

Activity

Show Details

Add

Members

Labels

☒ Checklist

☐ Due Date

Attachment

Actions

→ Move

Copy

Watch

Archive

[Share and more...](#)