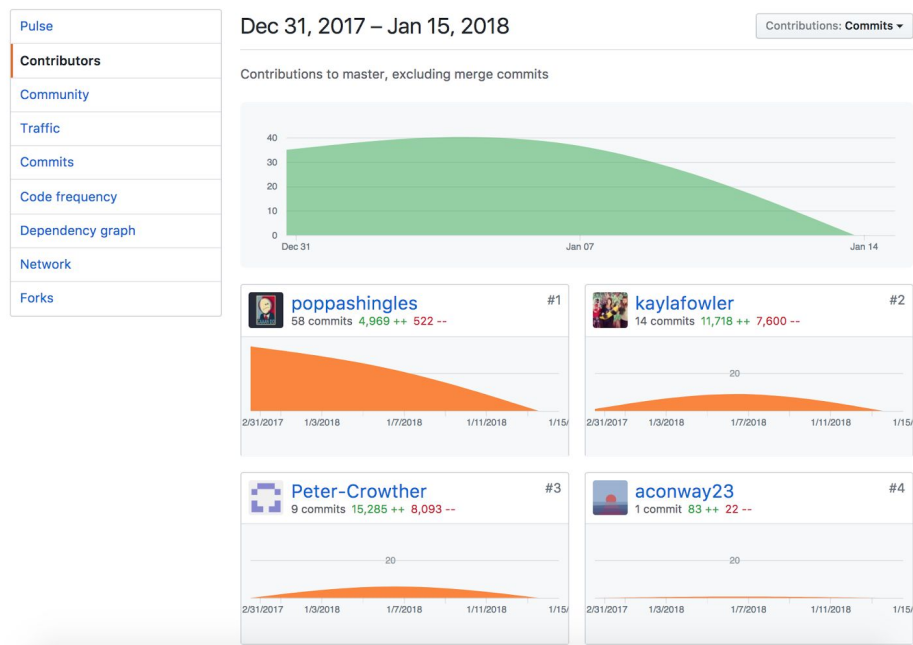


Evidence for project unit P
Rob Williams - Cohort E16

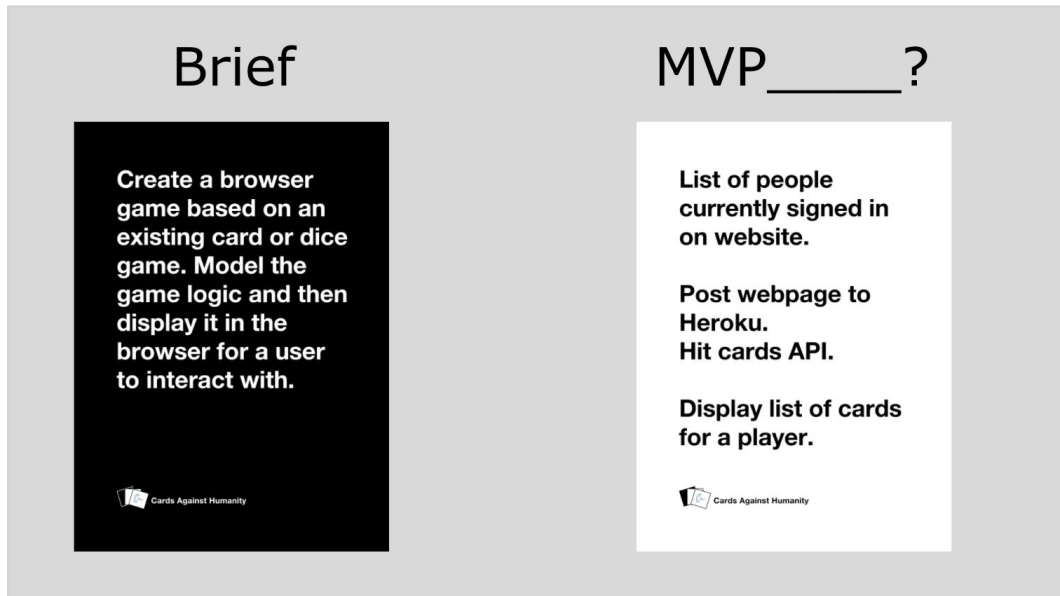
Week 14 - Reference P 1

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

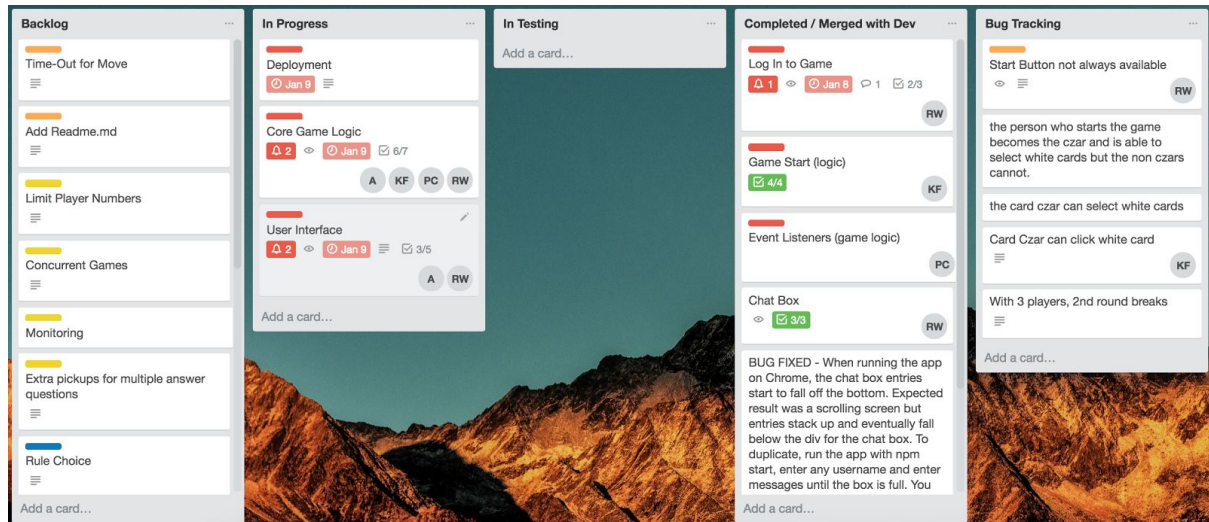
Create a browser game based on an existing card or dice game. Model the game logic and then display it in the browser for a user to interact with.

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

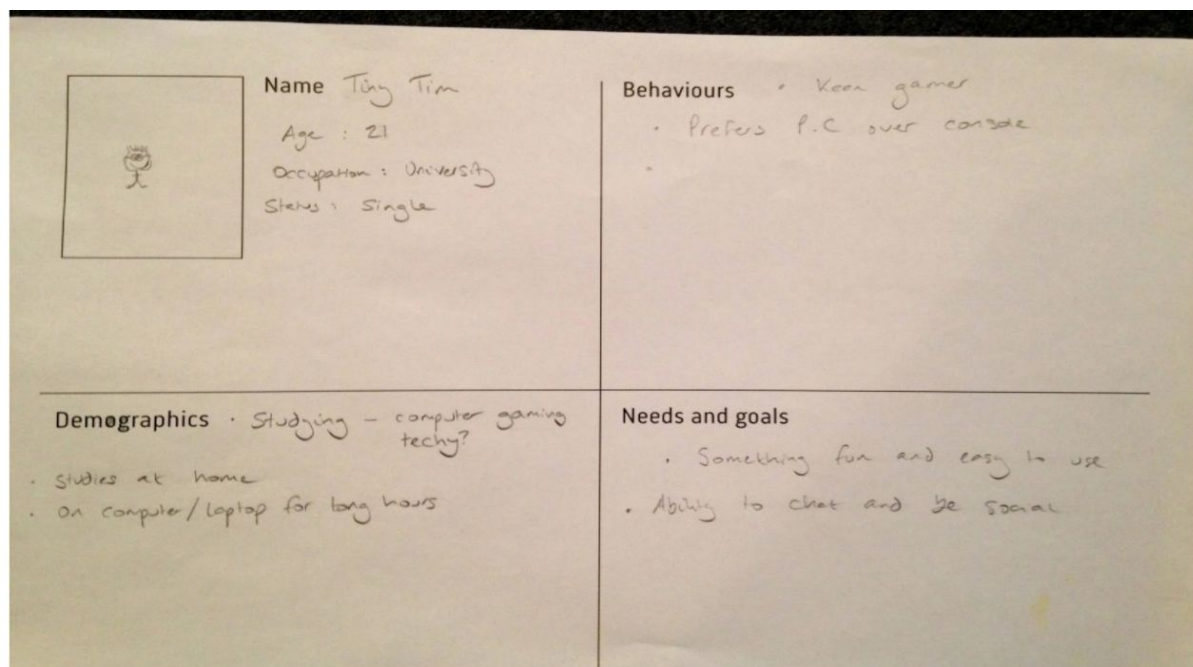
You might use persistence to keep track of the state of the game or track scores/wins. Other extended features will depend on the game you choose.

Week 14 - Reference P 3

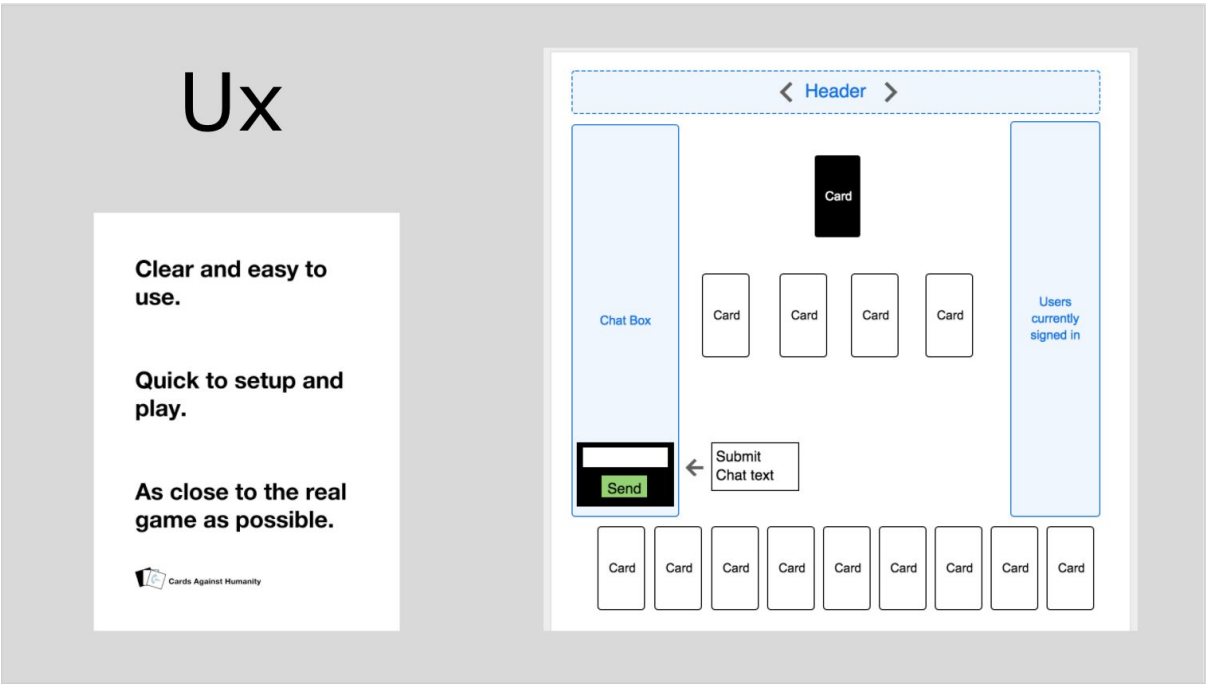
Provide a screenshot of the planning you completed during your group project - The screenshot below shows our trello board which worked as our moscow diagram using priority labels and was used to divide work between the group.



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

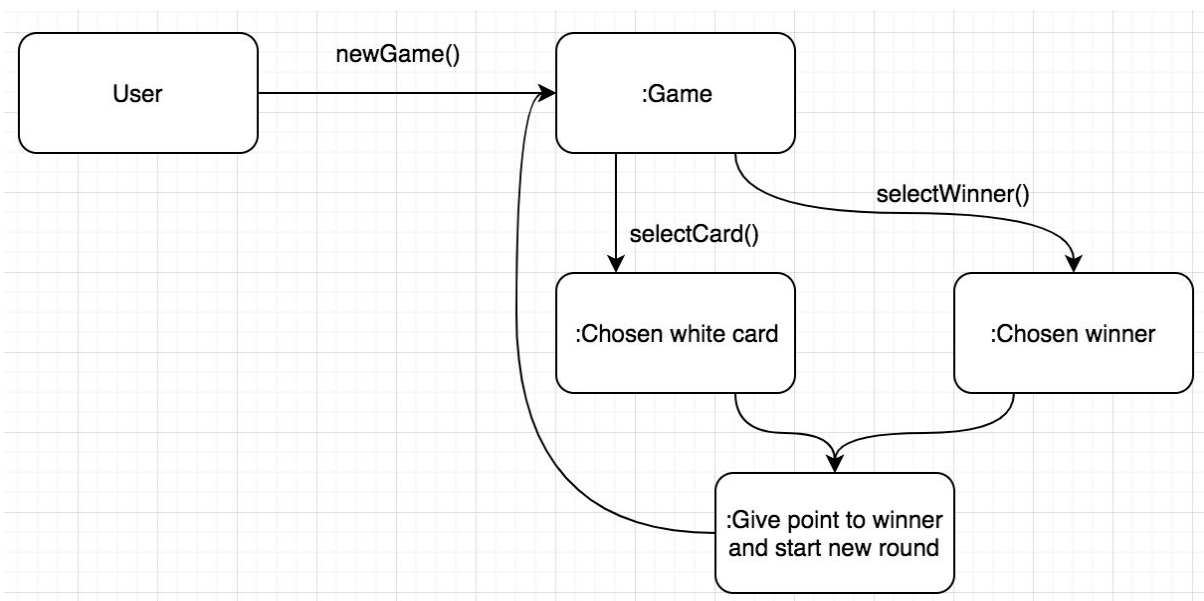
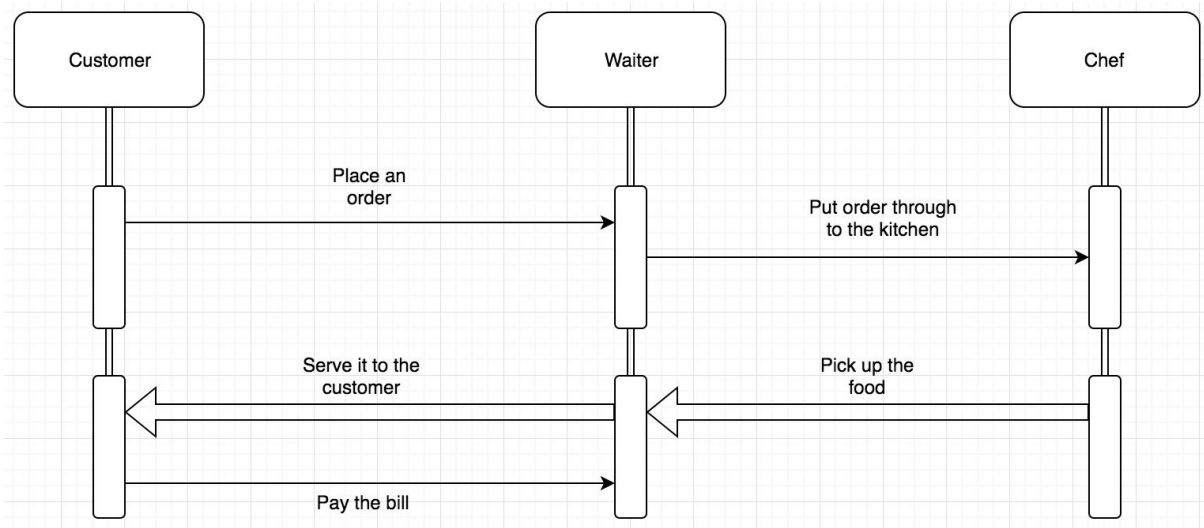
Write an acceptance criteria and test plan - The below screenshot shows a snapshot of some of our acceptance criteria for the card game.

	A	B	C
1	Acceptance Criteria	Expected Result	Pass/fail
2			
3	A user can log in	The user will enter the main game area after inputting a user name	Pass
4	The first user can initiate a new game	The 'start new game' button appears to the first player logged in to the room	Pass
5	All users can use the chat box	After logging in a user can post chat messages which will appear to all other players	Pass
6	All users logged in appear in the active list	Every user logged in will have their username show in the list of active players in the room	Pass
7	Every player starts with a hand of cards	A user will have 10 white cards on the screen to choose from on a new game starting	Pass
8	A new black card appears for each new round	After a winner is chosen in each round, a new black card is dealt to the screen	Pass

Week 14 - Reference P 7

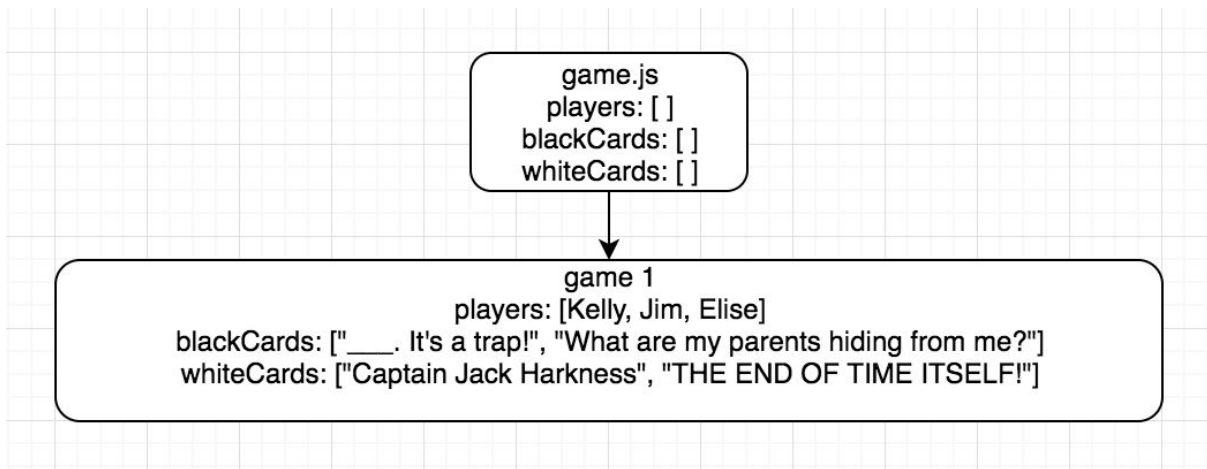
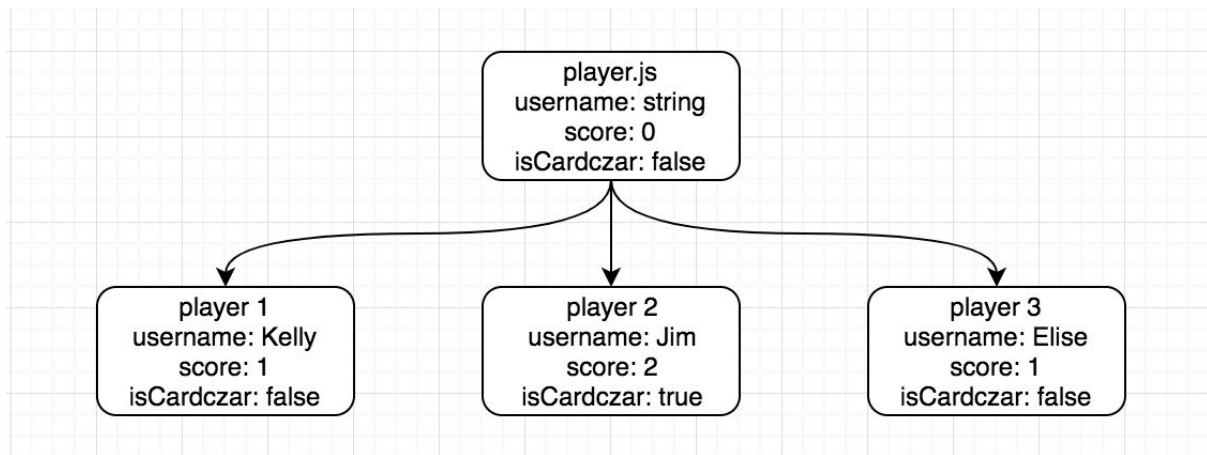
Produce two system interactions diagrams (sequence and/or collaboration diagrams) -

The first screenshot below details a sequence diagram for the stages of a customer placing an order in a restaurant. The second shows the collaboration between sections of the code to fulfil a complete game.



Week 14 - Reference P 8

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.



Week 14 - Reference P 17

Produce a bug tracking report - The screenshot below details a few bugs we came across in testing and the resolutions.

	A	B	C	D
1	First user must have access to the start new game button	Failed	Added an if function validation to the game logic	Passed
2	Only non-czar players should be able to select a white card	Failed	Added additional logic to the white card's onclick event	Passed
3	Should function with any numbers of players in a game	Failed	Initially only worked with two players, amended the next round logic to accomodate	Passed
4	Each non-czar player should be able to select only one white card	Failed	Created a seperate array and method to handle the selected cards	Passed
5	The chat box should scroll when messages overflow	Failed	Altered the default settings of the sockets to allow the box to be scrollable and to auto-scroll on a new message or notification	Passed