



Project Milestone 3

Team Number: 111

Team Name: Triple 1.0

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Application Name: RDraw

Demo

The project demo was done on March 20th in Recitation and showed the TA the current status of the RDraw web page. The first application feature shown during the Demo was the front end design of the login page, the loading page, and the drawing space. The login page gives the user the option to sign up or log in with a previously made account. The password has certain requirements that must be met in order to sign up for RDraw. Figure 1 below shows the login page display.

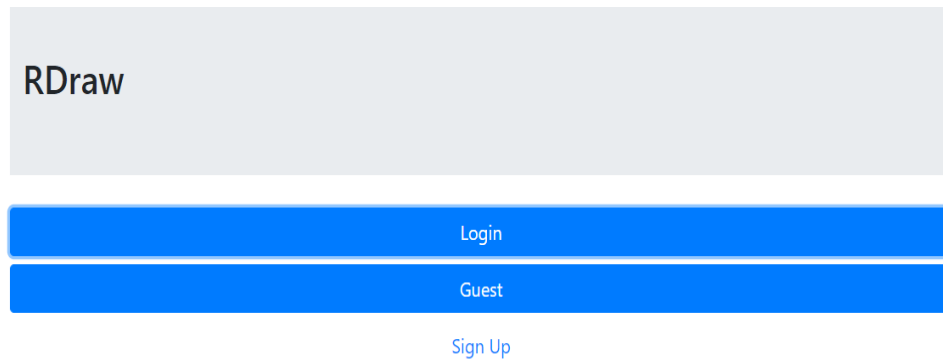


Figure 1: Login Page Display

The loading page displays when the user is waiting to be matched with another user. The user can see past artwork from other users as the loading bar increases to 100%. Figure 2 below shows the waiting page display.

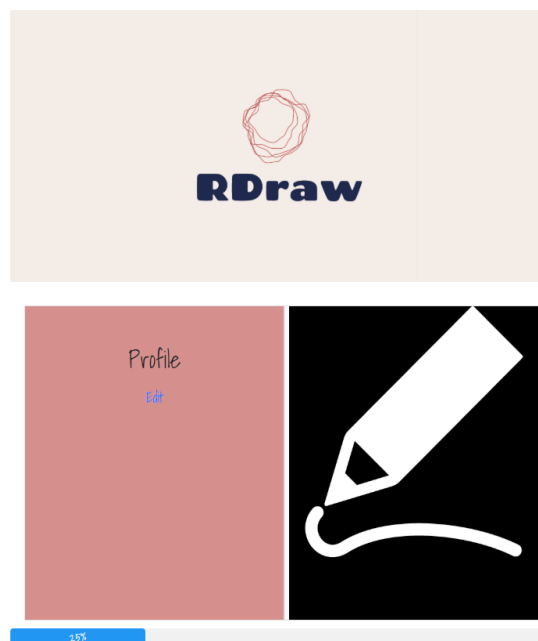


Figure 2: Loading Page Display

The drawing space page loads after another user is matched. In this screen the user has the option to draw on a blank white canvas with differing pen sizes and colors. Currently, the drawing page is set for a single canvas for one player, but our team is going to add two canvases for each individual user. Figure 3 below shows the drawing space display.

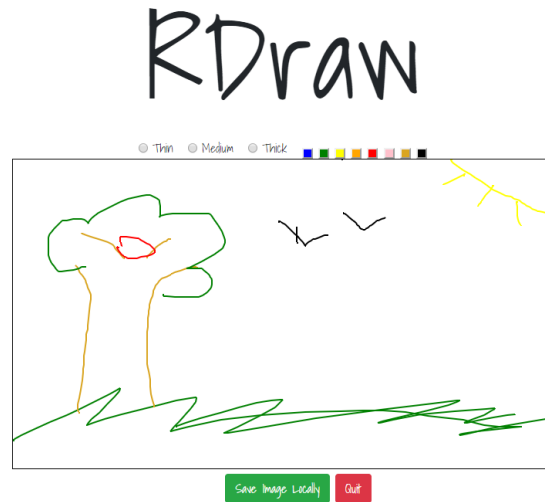


Figure 3: Drawing Space Display

The second application feature shown during the Demo was the creation of the RDraw databases. We had the databases created with all the appropriate variables. The databases we will need for the project are user, chat, rating, user_host, and user_guest. Additionally, for the Demo we had a server set up so that any member of the team could access the database. The database was not populated with actual data yet as we are still working on getting the database configured. Figure 4 below shows the block diagram of our databases and how they interact with each other.

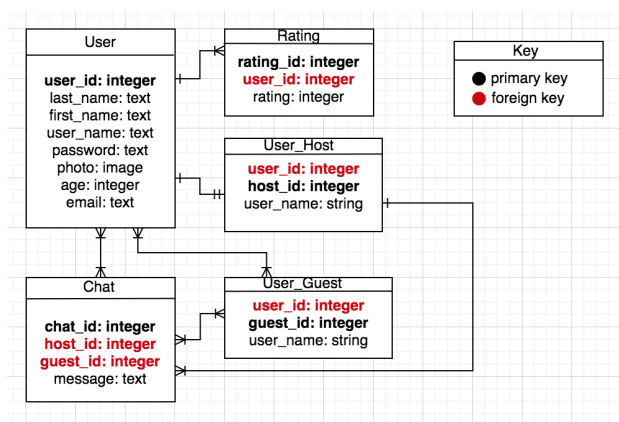


Figure 4: Database Block Diagram

Interview Notes

The following are the suggestions and notes our team received from our TA after the Demo.

- Expected more details implemented at this stage of the semester
- Continue more efforts into database as project is database heavy
- Team needs to pick up pace in regards to the project
- Team must work more on main features, like multiplayer functionality
- Work on distributing work to all team members so it is easier to integrate
- Visuals look good
- Worried about having 2 canvases on drawing page
 - Creates database challenges
- Team may need to include more functionality
- Good idea to create a database server
- Look at improving front end more

Moving Forward and Lessons Learned

This project milestone gave our team a good wake up call to move a little faster as the final deadlines approach. Moving forward, we plan on fully implementing the databases in Postgresql. Additionally, we will improve the front end by adding more visuals and Bootstrap. Overall, we believe the core of our web application is good, but we will be working hard to make the idea a reality.