RDraw

Project Milestone 7

Team Number: 111
Team Name: Triple 1.0
Team Members: Jon Cohen, Alexandra Ferguson, Michelle Kim, Nathan Kregstein, Ramon
Martinez, Gabriela Tolosa Ramirez
Application Name: RDraw

Project Description:

        RDraw is a web-based application that randomly pairs people online to facilitate a "whiteboard" like communication. Users will be prompted to log in with their email/username and password. Our database will store the logins, high score tracker, and ratings. Once the user is logged in, they will be matched randomly with another user online at the same time. Another option the user has is to be matched with other users based on common interests. The two users will start to draw on a blank white screen with a variety of drawing utensils (i.e. pens, pencils, paints, etc). Once the users are done with their drawings, the drawings will be shared and rated by each other. The web application will store these ratings and give points to each user. The higher the ratings, the more points the user will have, and if a user has a lot of points, they will be featured on the applications' high scoreboard. Additionally, if the two users would like to communicate over chat, there will be an option to communicate on a chat bar. The overall goal of the web-based application is to connect random people to each other and bond them through the power of creativity. RDraw allows people to grow their artistic skills while socializing with like-minded people. As the next big social media platform, RDraw will maximize connections while giving users a reason to practice and hone their artistic abilities.

Project Tracker:

- We utilized Trello as the tracking tool for our team Triple 1.0 and the project RDraw.
  - https://trello.com/b/DNAw2y2t/triple-10-tasks
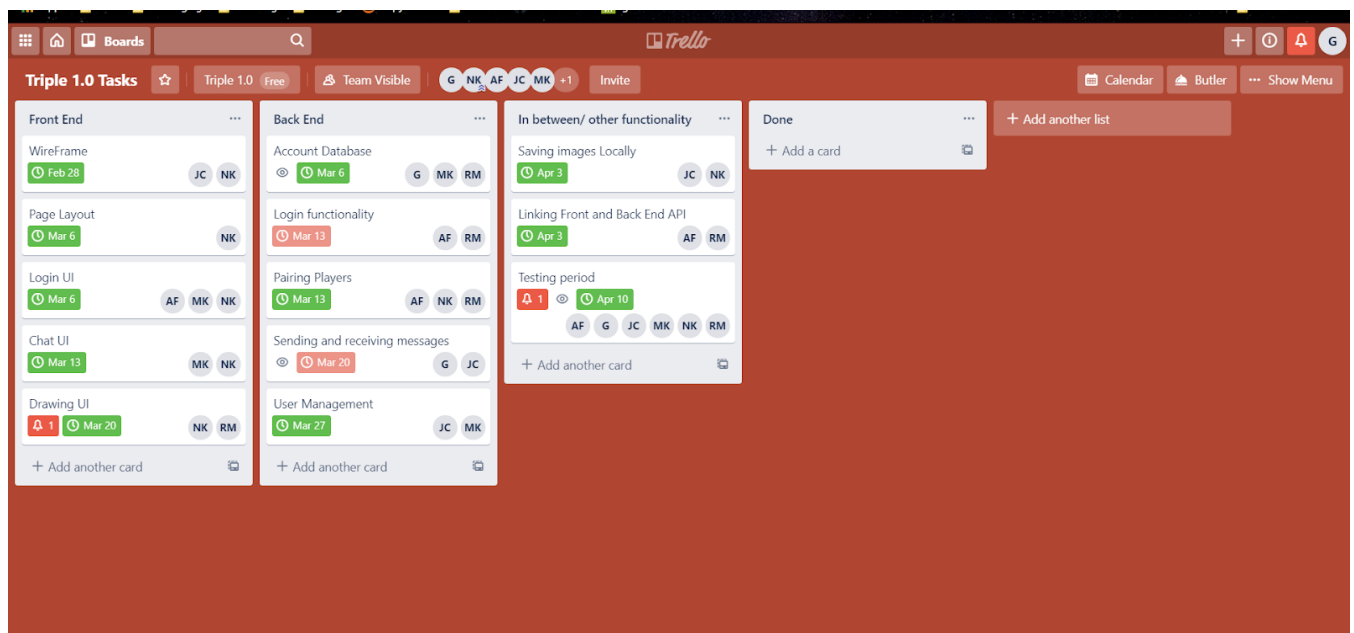
VCS Repository:

- We utilized Github for our git repository
  - Project Code: https://github.com/ramirez-gabriela27/ProjectCode_Components
  - Milestone Submissions:
    https://github.com/ramirez-gabriela27/MilestoneSubmissions
  - Meeting Notes: https://github.com/ramirez-gabriela27/TeamMeetingLogs
    - We didn't utilize this repo as much once everything went remote and we met over zoom to work together.

Contributions:
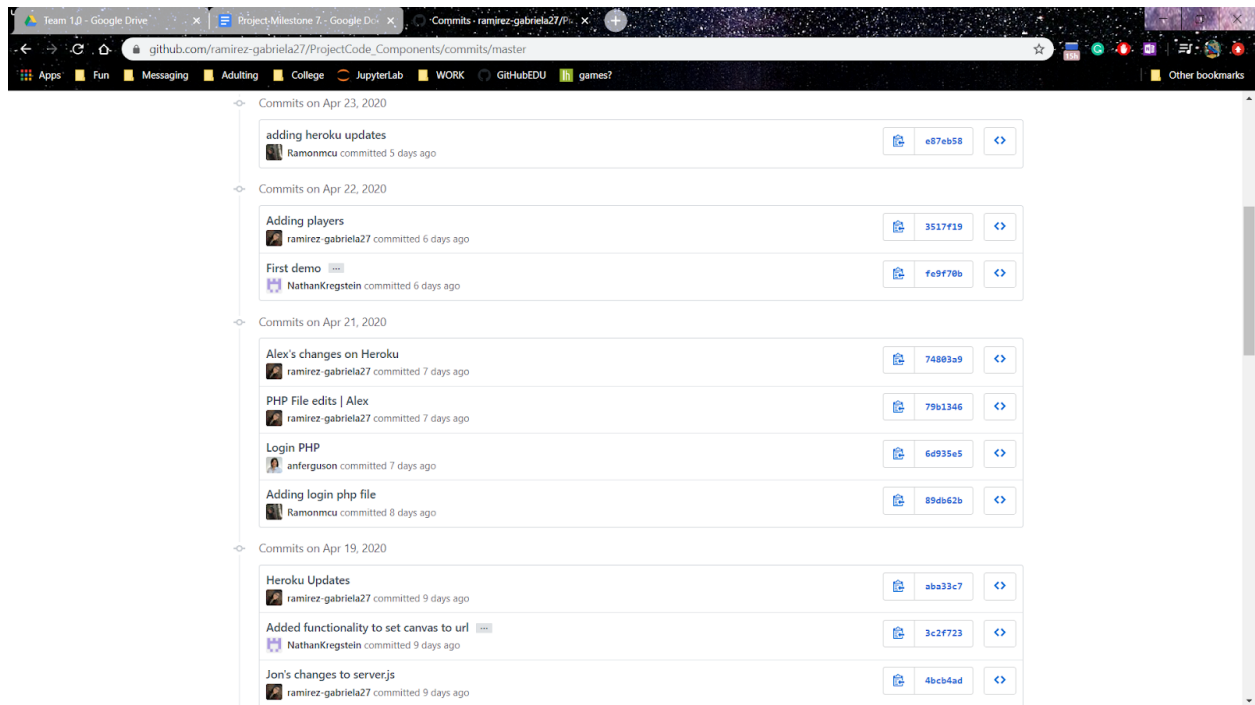
fixing login.ejs
ramirez-gabriela27 committed 9 days ago
9fe669f

Update - fixing Ramon's mistakes
ramirez-gabriela27 committed 9 days ago
9077d4b

Logo Update
ramirez-gabriela27 committed 9 days ago
602c3fe

Merge branch 'master' of https://github.com/ramirez-gabriela27/Projec... ...
joco0093 committed 9 days ago
9805324

fixed sign up button
joco0093 committed 9 days ago
1a19746

Nvm, putting it back
ramirez-gabriela27 committed 9 days ago
9f33c9e

Sign Up Button test
ramirez-gabriela27 committed 9 days ago
4fd9165

Fixing waiting page button style
anferguson committed 9 days ago
f05c298

fixed login page issue with not loading
joco0093 committed 9 days ago
ec1910e

Commits on Apr 17, 2020

Merge branch 'master' of https://github.com/ramirez-gabriela27/Projec... ...
anferguson committed 11 days ago
6700e11

Finalizing Waiting Room Front End
anferguson committed 11 days ago
69e82ef

Adding logo for tabs

Team 1.0 - Google Drive   Project-Milestone 7. - Google Dc   Commits - ramirez-gabriela27/P...

github.com/ramirez-gabriela27/ProjectCode_Components/commits/master

Apps   Fun   Messaging   Adulting   College   JupyterLab   WORK   GitHubEDU   games?   Other bookmarks

Adding logo for tabs
Ramonmcu committed 11 days ago
cdaac16

Adding tab icon
Ramonmcu committed 11 days ago
502f5ad

reverting signup button
Ramonmcu committed 11 days ago
e020c1b

singup button test
Ramonmcu committed 11 days ago
5c4da65

Updating Login Page
Ramonmcu committed 11 days ago
6b0a260

Fixing Login
Ramonmcu committed 11 days ago
204614a

Fixing Alex's mistakes, and Ramon's too...
ramirez-gabriela27 committed 11 days ago
7626ba3

Updating Draw Room, hopefully fixed
ramirez-gabriela27 committed 11 days ago
cbff4d5

Waiting room - call move
ramirez-gabriela27 committed 11 days ago
1b5427b

Merge branch 'master' of https://github.com/ramirez-gabriela27/Projec... ...
ramirez-gabriela27 committed 11 days ago
34169d1

Going back to when Heroku worked, hopefully
ramirez-gabriela27 committed 11 days ago
d543a24

Fixing master
anferguson committed 11 days ago
aefaeed

trying to get master back on track
anferguson committed 11 days ago
70366b8
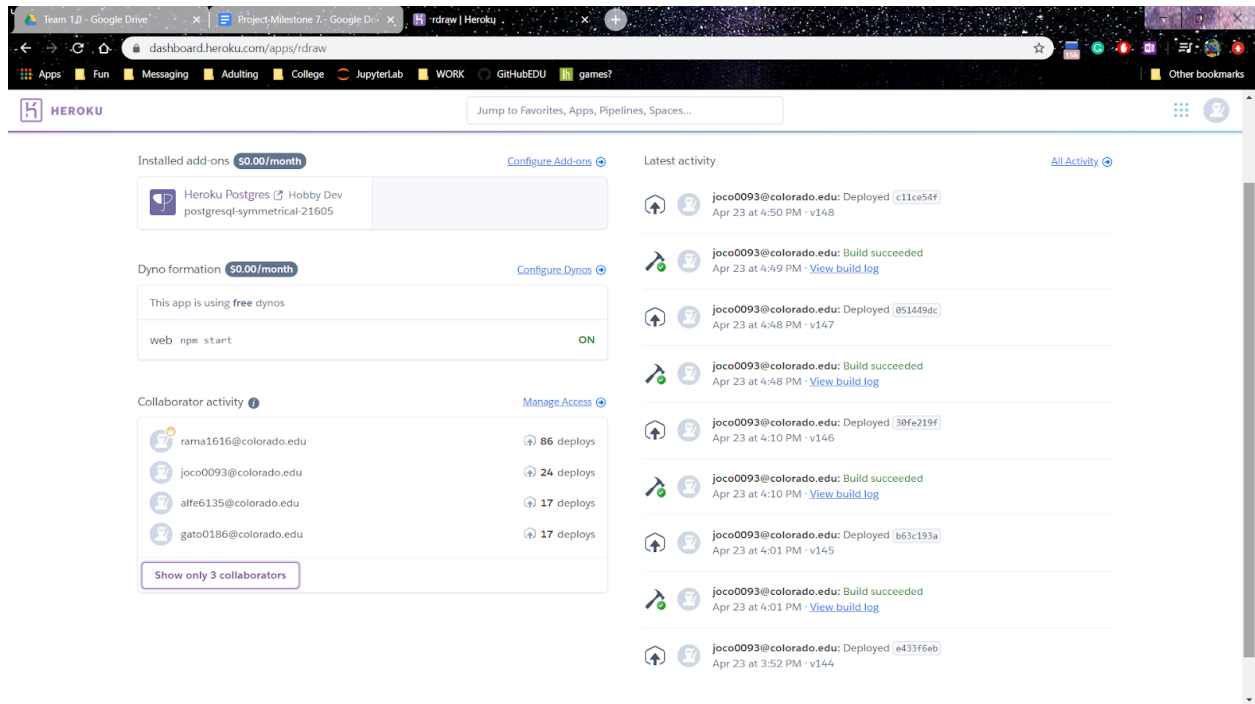
Heroku commits were used more for testing, GitHub was utilized for code tracking.

- **Jon Cohen**: I mainly assisted with the development of the backend, which includes working with the SQL database, the node.js server and integrating those with the frontend. I coordinated this with Gaby and Alex mostly. I also helped out with documentation such as milestones and testing documents. Since a big part of our system is the login functionality, I also helped modify some of the frontend to properly integrate the front and backend. When we were attempting to move our project over to Heroku, this also proved to be quite difficult so I helped out with that move as well.

- **Alexandra Ferguson**: I worked with Gaby and Ramon to improve and beautify the front-end pages of the project. This included changing the HTML files and getting the corresponding javascript code to incorporate some basic functionality. I specifically changed the waiting room page to match the aesthetic of the other pages as well as creating the framework to match players online. I worked on ensuring the milestones were completed by the team and managed all the documents. I also created the testing plans for the final product based on the requirements specification. Near the end of the semester, I worked on trying to connect the back and front end together. Additionally, I worked on trying to get the chat functionality of the project working.

- **Michelle Kim**: I mainly focused on working on the login page. I started with making a CSS page for the login page. Then, I worked on the functionality of the login, guest, and sign up buttons using Javascript and HTML. I added pop up modals for the login and sign up buttons where it requires a field for name, username, and password. While the pages were still in HTML format, I added redirect functionality so the buttons would redirect

the user to the waiting room page. Additionally, I looked into getting the back-end database connected and working with the front end so that the user could sign up and login correctly, depending on if the information is in the database.

- **Nathan Kregstein**: I created all the HTML pages and did initial styling and formatting. I also created the drawing functionality for the html canvas. I created the format and function of the main page that included drawing with six colors and changing the thickness of brush stroke. I designed the loading page visuals and functionality of the loading bar to go to the next page which was originally supposed to be called from the server when people were paired. I also added functionality to save the URL of the canvas so it can be stored on the server. Using that functionality I also made a function so we can set the canvas from a url so two player functionality was possible unfortunately we didn't get pairing working so it is not used in the final version but it is located in rdrawscript.js. I also created the UI for chat options. Overall, I helped keep the UI and drawing functionality of Front-End working throughout the project.

- **Ramon Martinez**: My first task was taking the initial templates that Nathan made and added a common theme across all three pages as well as format pages to be more aesthetically pleasing to the user. This included adding our team logo to each page, using the logo to create a color theme for the pages, and customizing the cursor to be paintbrush when using the app. Then I worked on adding more functionality to the drawing-room which included adding the color picker, the fill canvas option as well as the erase canvas option. I also helped with the signup functionality to add new users to the database as well as helped with the sign-in functionality to match username with password.

- **Gabriela Tolosa Ramirez**: Initially, I focused on documentation of meeting notes as well as various other team submissions. After the templates were made, I worked with Alex and Ramon to beautify them and make them more functional. Towards the end, we focused more on the overall functionality and appeal of the application. I personally focused more on hosting the application and testing (all through Heroku), I also focused on documentation and turning stuff in for the team. I worked a lot on keeping both the GitHub repo and Heroku code consistent and up to date. I looked into it but didn't get the chance to implement the server-side of making our application multiplayer and exchanging the canvas between players. I did a lot of research on connectivity between servers as well as how to make our application functional for more than one person.

Deployment Link:

- We utilized Heroku in order to deploy RDraw and make it available online
  - https://rdraw.herokuapp.com/