
TEAM C

BROWSER CHRONICLES - A BROWSER-BASED GAMEBOOK PLATFORM
REPORT OF THE FULL-TIME WEEK

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1. Introduction

The report concerns to the work of full time of week 23 of this year, 2016. The main aim is to create a *Browser Chronicles*¹.

In the report you will find the important points related to the application made it, information of our implementation and description related to the evolution.

¹”Browser Chronicles is a game engine that could run different stories. A story is organized as a graph, composed by steps. Each step defines the interaction with the user and could give the opportunity to go to another step; in this case, the destination step depends on the user input. A special type of step, called end, informs the user about the result of his path (win/lose).” <https://d1b10bmlvqabco.cloudfront.net/attach/iok9b721bcu3i/ijibz99cthmum/ip34gelvqiuo/Track.pdf>

2. Description

The application meets the acceptance criteria in the acceptance criteria, in the file *Track*, however some details needs to be clarified.

About the graph in the view *show*:

- By default, every story starts in the node **0**
- Every node of type *end* it's fill by a colour.
 - **Red** if `< win > false < /win >`
 - **Green** if `< win > true < /win >`
- To know information about the node, click on it. These information will appear on the bottom of the graph.

3. Difficulties

3.1. In the project management

- bla

3.2. In Code

4. Extensibility

4.1. Add a new step

4.2. Adapt code and XSD

5. Complexity

6. Tests

7. Security

8. Conclusion

We discovered a lot of things during this full-time week, such as the “rushing code”, we experimented that when we are really focused on coding something that works, we sometimes make bad implementations decisions. Nevertheless, we really think that we managed it pretty well.