TEAM C

Browser Chronicles - A browser-based gamebook platform
Report of the full-time week

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Summary

1. Introduction

2. Difficulties

2.1. In the project management

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2.2. In Code

3. Extensibility

3.1. Add a new step

3.2. Adapt code and XSD

4. Complexity

5. Tests

6. Security

7. 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.