

# Text Time: The Terrific Timekiller (CMPS183 Final Project)

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# Why'd We Make It?

- ▶ Simple game website for private and public games
- ▶ Base framework to add and recall games from
- ▶ But simply put...

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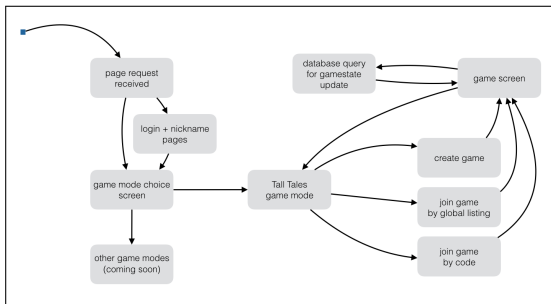
- ▶ Simple game website for private and public games
- ▶ Base framework to add and recall games from
- ▶ But simply put...
- ▶ Our target audience is all you SLACKERS out there in lecture



A student partakes in Tall Tales while in lecture

# Tall Tales, Our Communal Storybuilder

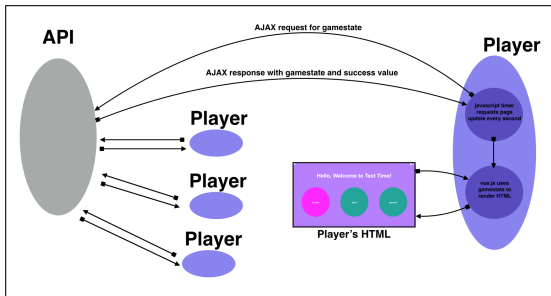
- ▶ hoster creates a public or private game
  - ▶ private games joinable by room code
  - ▶ public games are viewable and joinable
- ▶ players add sentences to a growing story
- ▶ tell a story together or chat with friends



Text Time's HTML flowchart

# Our Back-End and Front-End Wizardry

- ▶ In the Back-End...
  - ▶ database interaction achieved with AJAX requests to API
  - ▶ database schema includes tables for gamestate, user customization options, and game-related text storage
- ▶ And on the Front-End...
  - ▶ vue.js maintains and updates gamestate, user, and page status information
  - ▶ gamestates are updated with repeated AJAX requests to API



Text Time's API mockup

# Demo Time!



A historical look at our first beta test

# The Road was Rocky....

- ▶ Finalizing a first working game
  - ▶ designing game flow regarding JS and API querying
  - ▶ ensuring constant gamestates for local users, remote users, and API
  - ▶ edge case testing for leaving game methods to minimize database leakage
- ▶ Styling with user preferences
  - ▶ resolved unclear UX areas using iterative beta testing
  - ▶ finding reputable way to perform JS and HTML updates simultaneously
- ▶ Generalizing our API for future games
  - ▶ combination of `auth_user` and our user customization table
  - ▶ generalizing API for supplementary game modes
  - ▶ resolving race conditions between HTML vue references and AJAX requests on page loading

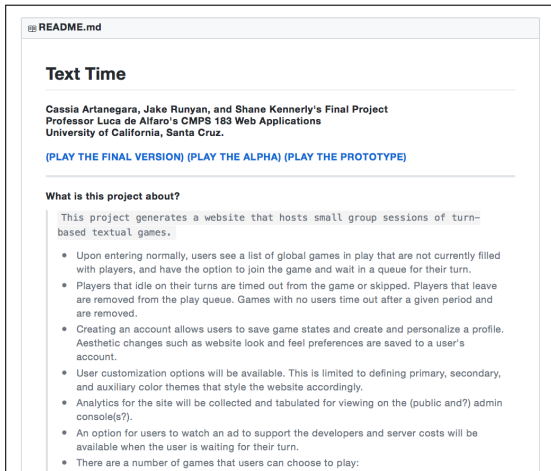
# The Future of Text Time

- ▶ We plan to fully generalize our code base and implement other games
- ▶ Reduce network load of repeated querying when game window not focused
- ▶ Continual CSS updates for user convenience
- ▶ We plan to continue hosting via pythonanywhere
- ▶ Implementing some support system to submit error tickets



# References and Live Site

- ▶ See our project live at:  
<https://jmruncan.pythonanywhere.com/texttime/>
- ▶ Check out our code and cool README at:  
<https://github.com/runyanjake/CJS-183-FinalProj>



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- ▶ **The Web2py Team & Massimo di Pierro, Lead Developer** for their framework
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