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
- Target audience is for 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

Our Back-End and Front-End Wizardry

- In the Back-End...
  - database interaction done completely with AJAX requests to the 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 the API
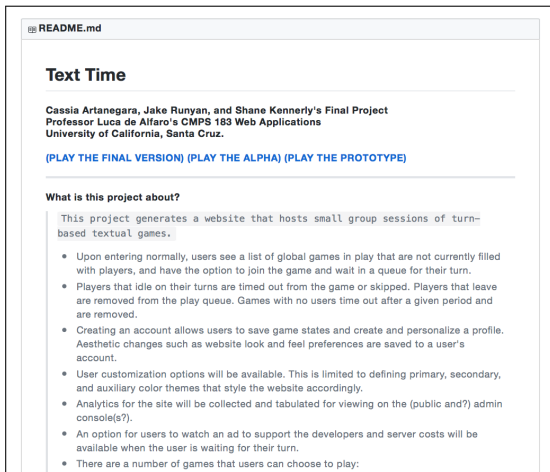
Demo Time!

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
  - Cashew nuts need to be given time if they are to correctly style a web2py supported website
- 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

References and Live Site

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

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