

Text Time: The Terrific Timekiller (CMPS183 Final Project)

Cassia Artanegara, Jacob Runyan, Shane Kennerly

Jack Baskin School of Engineering
University of California, Santa Cruz

June 11, 2018



Why'd We Make It?

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

Why'd We Make It?

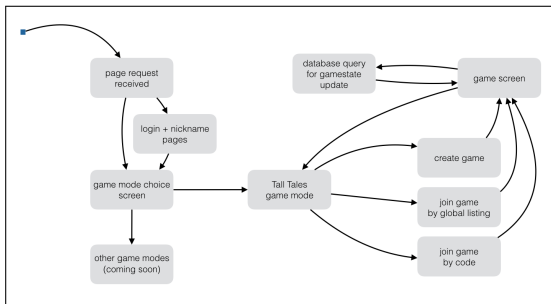
- ▶ Simple game website for private and public games
- ▶ Base framework to add and recall games from
- ▶ But simply put...
- ▶ Our target audience is all you SLACKERS out there in lecture



A student partakes in Tall Tales while in lecture

Tall Tales, Our Communal Storybuilder

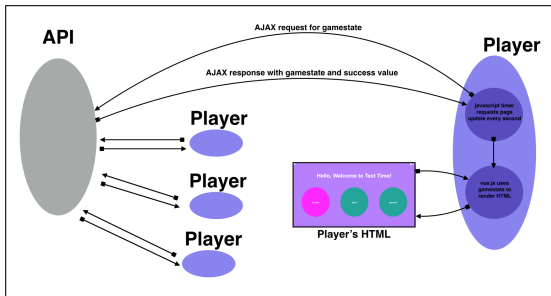
- ▶ hoster creates a public or private game
 - ▶ private games joinable by room code
 - ▶ public games are viewable and joinable
- ▶ players add sentences to a growing story
- ▶ tell a story together or chat with friends



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....

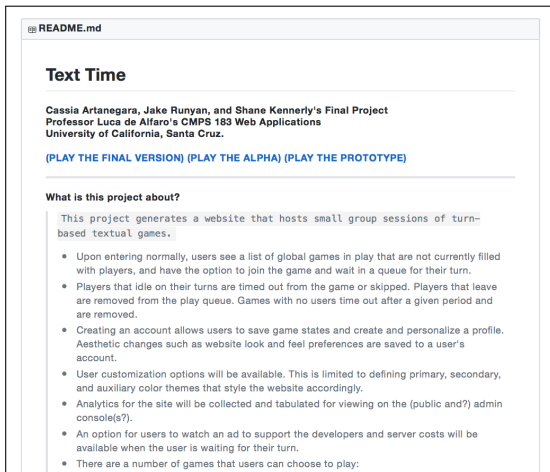
- ▶ Finalizing a first working game
 - ▶ designing game flow regarding JS and API querying
 - ▶ ensuring constant gamestates for local users, remote users, and API
 - ▶ edge case testing for leaving game methods to minimize database leakage
- ▶ Styling with user preferences
 - ▶ resolved unclear UX areas using iterative beta testing
 - ▶ finding reliable 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>



Acknowledgements (Thank You!)

- ▶ **The Web2py Team & Massimo di Pierro, Lead Developer** for their framework
- ▶ **Luca de Alfaro & teaching staff** for their instruction
- ▶ **Our peers** in CMPS 183 for their listening and time