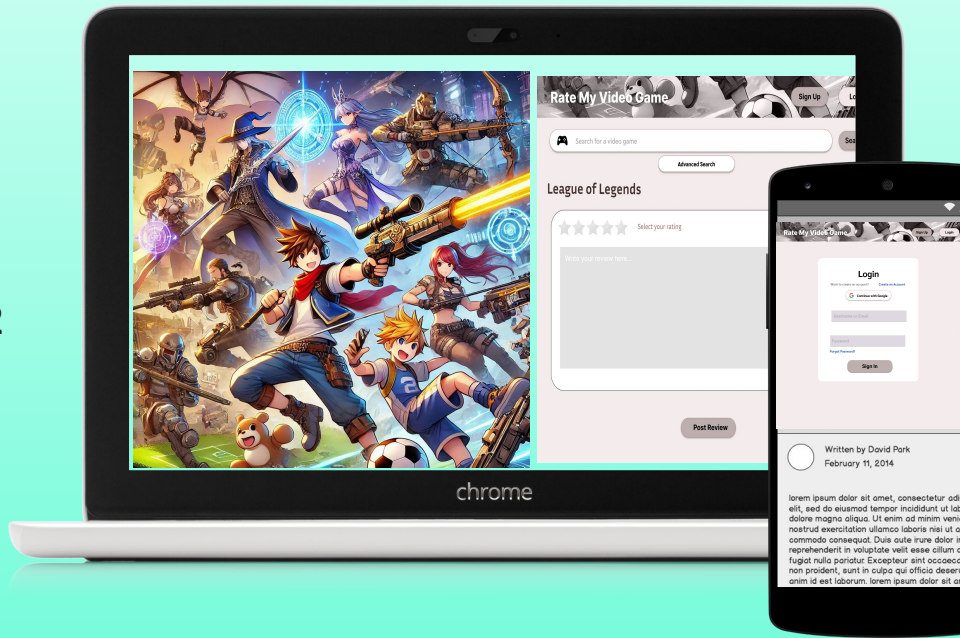# Joystick Journal

SW Engineering CSC648/848 Section 1, Team 2

Andrew Dahlstrom (Product Owner),
Kayla Maa (Front-end Lead),
Joyce Fu (Scrum Master),
Nadir Ali (Github Master),
Ryan Flannery (Back-end Lead),
Jason Avina (Front-end Lead),
Aidan Bayer-Calvert (Back-end Lead)

"I want to learn about new games by reading reviews from other gamers."

"Before I buy a game, I want to see how other gamers rate it."

Joystick Journal

Allows gamers to ==discover==, review, and rate video games through a seamless, user-friendly experience.

Creates a ==community== for gamers to express their opinions and share ideas about video games.

==Recommends== games to members based on their preferences and past engagement.

Key Features

➔ User Authentication

➔ Search for Games

➔ Write Game Reviews

➔ Browse and Filter Games

➔ User Profile Page

➔ AI Game Recommendations

User Authentication

O1

➜ Create/manage personalized accounts

➜ Enjoy a tailored experience

Login

Want to create an account? **Create an Account**

Continue with Google

Username or Email

Password

Forgot Password?

Sign In

User Authentication

01

➔ Create/manage personalized accounts

➔ Enjoy a tailored experience

Create an Account

G Sign Up with Google
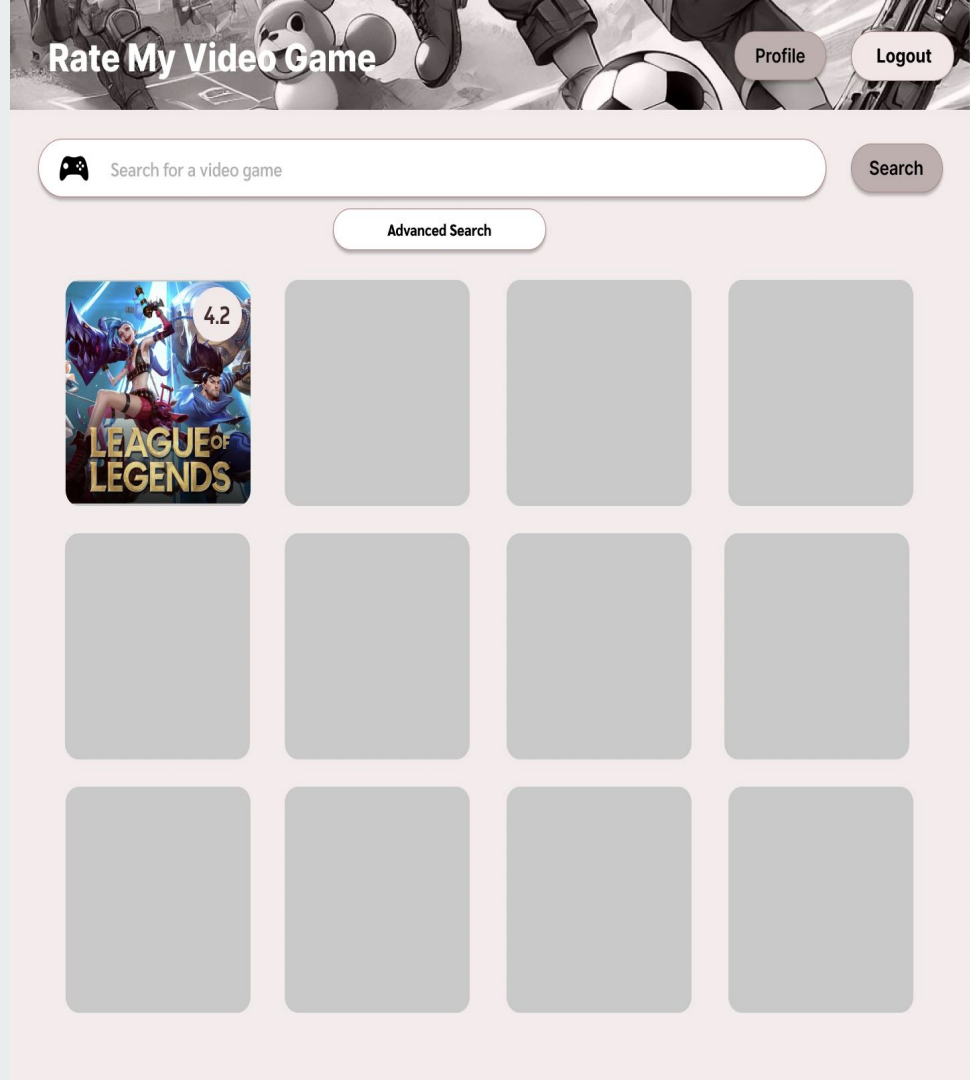
Username

Email

Password

Confirm Password

Create

Search for Games

02

➔ Simple search functionality to help user find games

Profile

Logout

Search for a video game

Search

Advanced Search

4.2

LEAGUE OF LEGENDS

Write Game Reviews

03

➜ Submit written reviews and rating

➜ Share feedback about games with other users to help with decision making

Sign Up

Login

Search for a video game

Search

Advanced Search

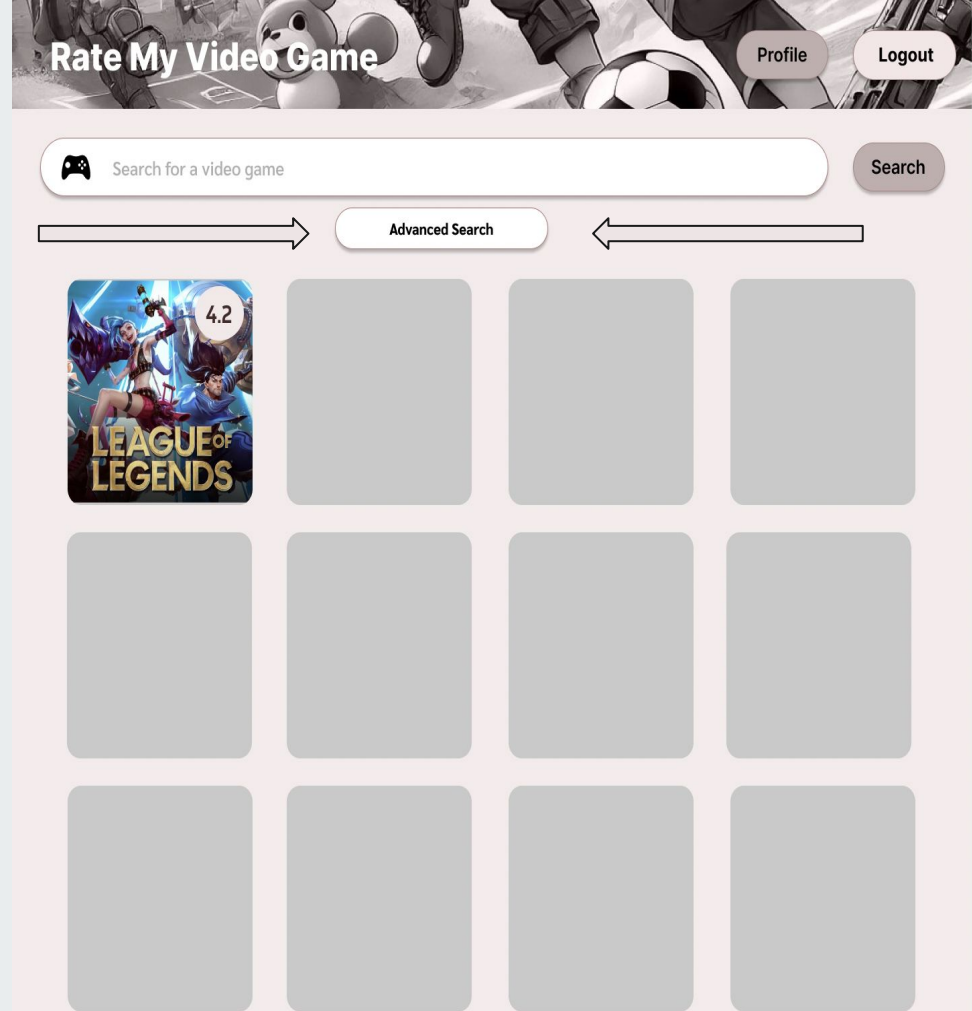## League of Legends

★★★★★ Select your rating

Write your review here...

Post Review

Browse and Filter Games

04

➜   Filter games by genre

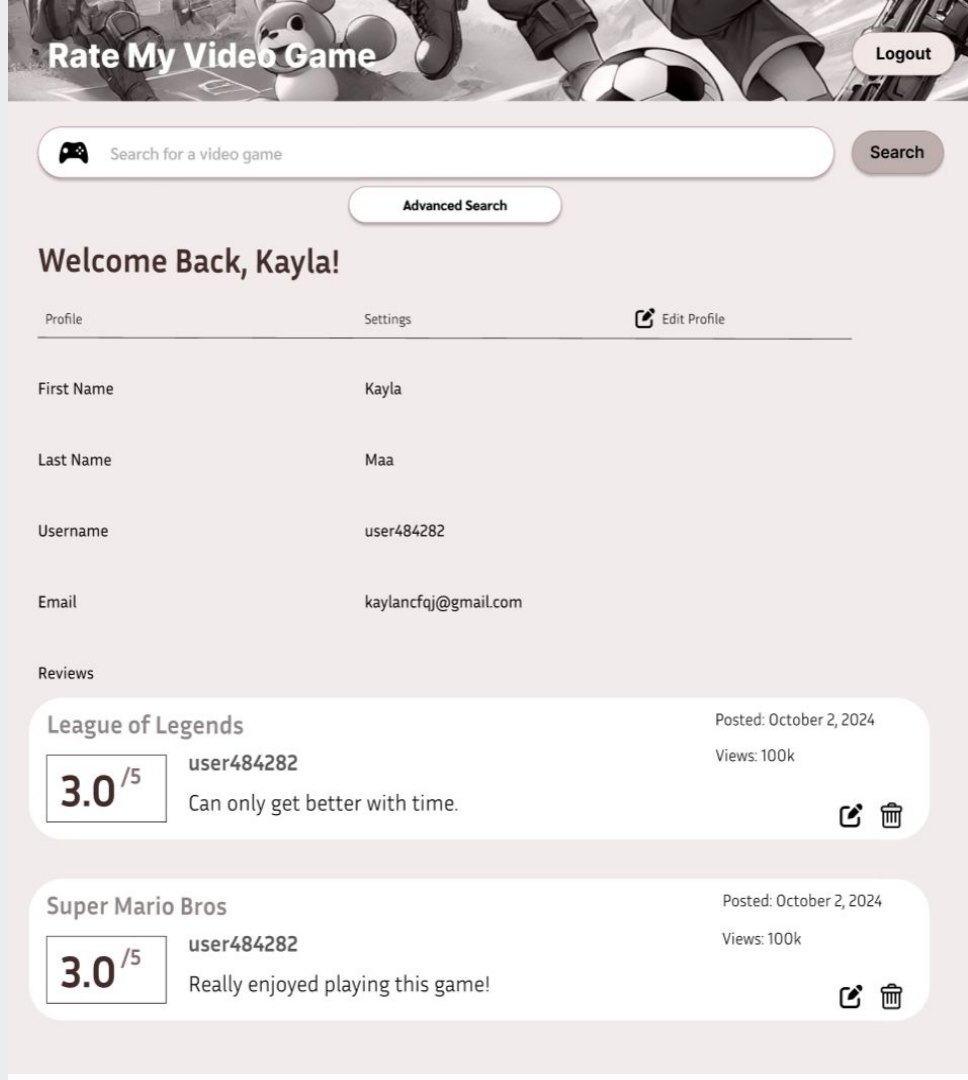➜   Quick access to games the user
    may be interested in

Search for a video game

Search

Advanced Search

4.2

LEAGUE OF LEGENDS

User Profile Page

05

➔ Includes personal information

➔ Edit profile

➔ Collection of reviews

Rate My Video Game

Logout

Search for a video game   Search

Advanced Search

Welcome Back, Kayla!

Profile	Settings	✎ Edit Profile

First Name   Kayla

Last Name   Maa

Username   user484282

Email   kaylancfqj@gmail.com

Reviews

League of Legends   Posted: October 2, 2024

                                          Views: 100k

3.0 /5   user484282

              Can only get better with time.   ✎ 🗑

Super Mario Bros   Posted: October 2, 2024

                                          Views: 100k

3.0 /5   user484282

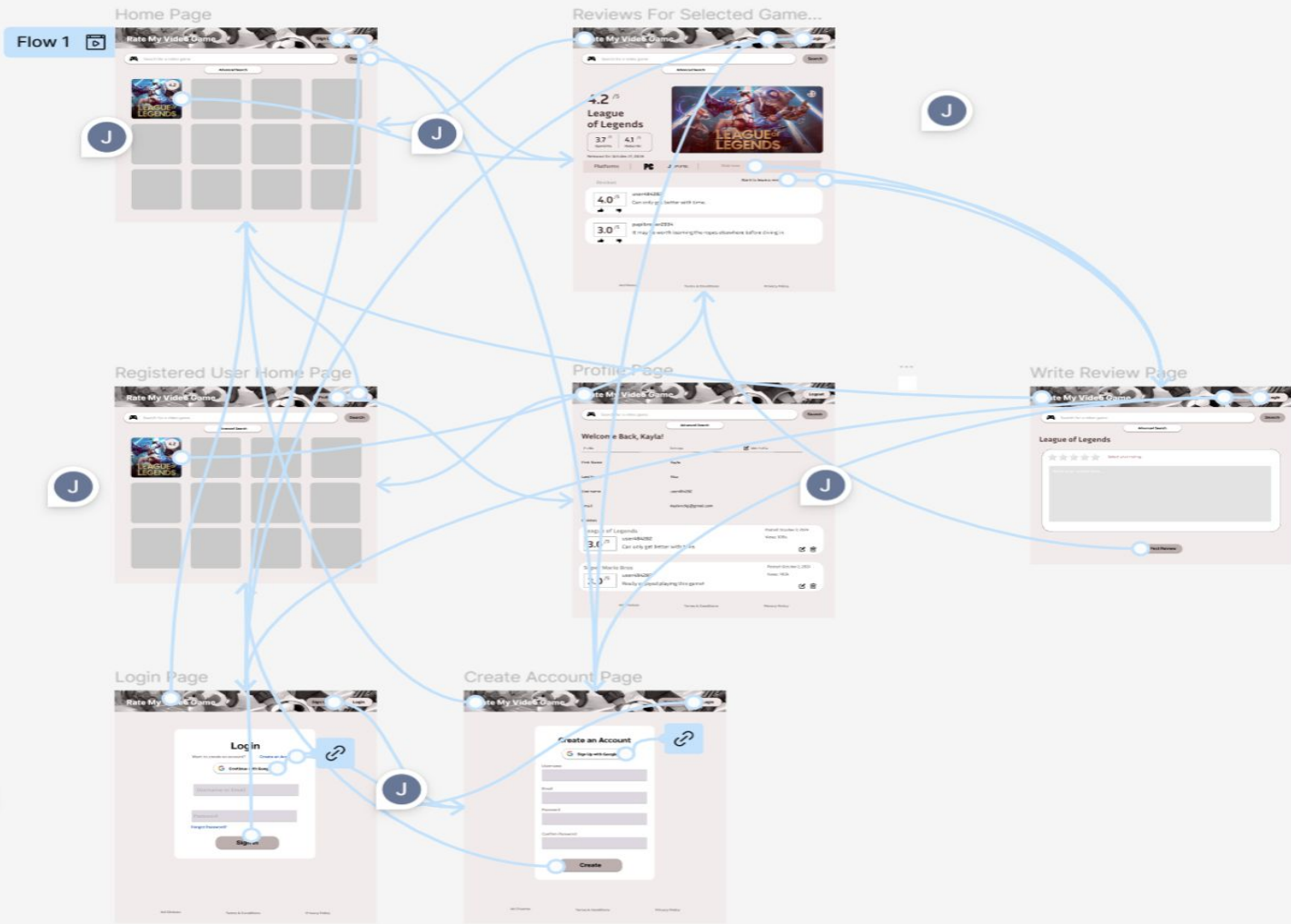   Really enjoyed playing this game!   ✎ 🗑

AI Game Recommendations
06

➔ Analyzes users' preferences

➔ Suggests games that users are most likely to enjoy

User Experience (UX) Design

Flow 1

Home Page

Reviews For Selected Game...

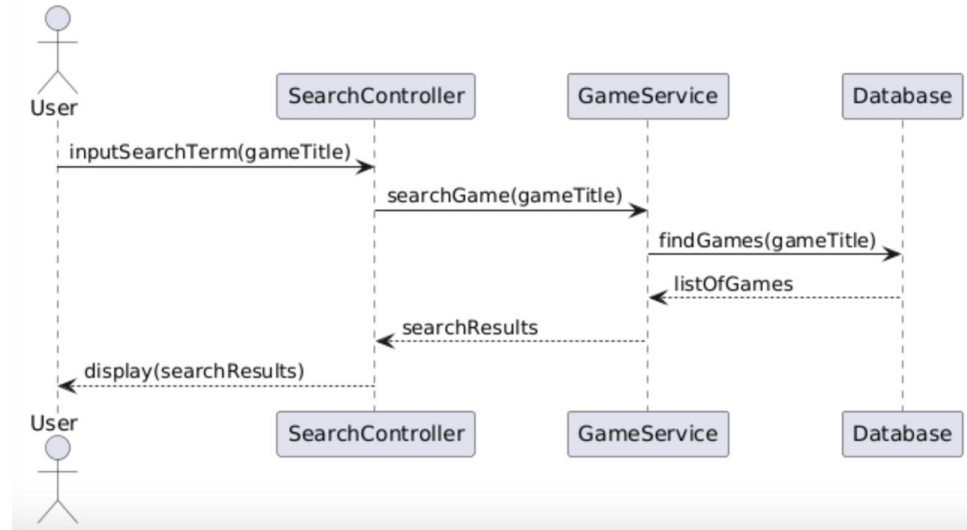Registered User Home Page

Profile Page

Write Review Page

Login Page

Create Account Page

Development Process (Joyce)

➜ Frontend Technologies Used: HTML, CSS, JavaScript

➜ Backend Technologies Used: Node.js, Express, MySQL, Typescript

Game Search Sequence

Team Collaboration (Joyce)

➔ Team Leader: Andrew Dahlstrom

➔ Github Master: Nadir Ali

➔ Front-end Lead: Kayla Maa

➔ Back-end Lead: Aidan Bayer-Calvert, Ryan Flannery

➔ Scrum Master: Jason Avina, Joyce Fu

➔ Main Communication Channel: Discord

Jira

Projects / Joystick Journal

SCRUM Sprint 2
Develop high priority functionalities of application.

Search · AD J J A R +3 · Epic ⌄ · Type ⌄

TO DO 3

UI User Log In
MILESTONE 3
☑ SCRUM-15 · J

UI View Game
☑ SCRUM-17 · J

UI View User
☑ SCRUM-18 · A

+ Create issue

IN PROGRESS 2

Create Review Backend
☑ SCRUM-22 · R

Backend User Login
☑ SCRUM-19 · JF

DONE 3 ✓

UI Create Review
☑ SCRUM-16 ✓ AD

Backend View Game
☑ SCRUM-21 ✓ N

Backend Advanced Search · ...
☑ SCRUM-20 ✓ K

Source Code Management (Nadir)

➔ **Version Control Strategy**: Utilized Git and GitHub to track changes, collaborate efficiently, and maintain code integrity across team members. Effective communication and impactful meetings helped immensely

➔ **Branching for Features**: Adopted a branching model where each feature or bug fix is developed in a separate branch, ensuring isolation and minimizing interference with the main codebase.

➔ **Pull Requests & Merging:** Employed pull requests as a review and collaboration mechanism before merging changes into the main branch, promoting code quality and teamwork.

➔ **Conflict Resolution:** Leveraged Git's tools to identify and resolve merge conflicts quickly and effectively, maintaining a clean and functional repository.

➔ **CI/CD Pipeline:** Integrated automated testing into the development process, ensuring that code changes are validated before deployment.

Git Visuals Slide Style

# Challenge and Resolutions(Nadir)

➔ **Technical Challenges** we faced

  ◆ Faced challenges with git; Github master gave a demo on basics of git

  ◆ Difficulty with connecting to database; Back-end leads helped team members connect

  ◆ DIfficulty with connecting front and back end through API endpoints. Team used postman to assist in documentation and testing making it easier for front-end.

➔ **Team challenges we faced**

  ◆ Agreeing on certain tech stacks and project goals; we fixed this by voting as a team!

  ◆ Front-end design color way; we fixed this by finding a middle ground for the website!

Achievements and Future Plans (Ryan)

➔ Achievements:

➔ Completed P1 features

➔ Improved user friendliness of UI

➔ More robust backend by building unit tests for key features

➔ Next Steps: Optimizing game recommendations, expanding user functionalities including messaging or chatting with other players.
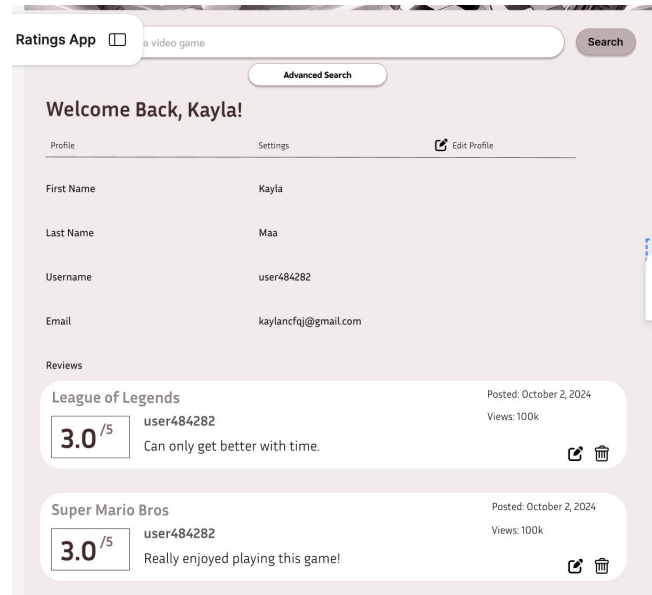
Summary (Ryan)

- Unique value to users:
  - Allows gamers to see how other gamers have rated games and what they thought about the game.
  - Our app can recommend new games that users are likely to enjoy based on their preferences and ratings.
  - In the future we plan to allow gamers to find and connect with other gamers to play games with.
- Key things learned:
  - Defining the API interface between frontend and backend is essential to prevent unnecessary changes to be made.
  - Ensuring everyone is set up with exact same development environment is a must for consistent application behavior and display.
  - Merging branches is a challenging process with unexpected results so it's important to test thoroughly before merging to production branch.
- Demo with Aidan and Jason