

CS300-005

Warren Harrison

12/4/2019

Team BadGirls - [Repository](#) - [Online](#)

Maggie Haddon mahadd29

Role(s): New User Stories and Map

Contributions SH-1, SH-6, SH-7, SH-8. Some css, mostly javascript contributions.

Worked on completing new user stories and map.

Joseph Leland stackoverjoe

Role(s) : Map and Spaceship Interactions.

Contribution(s) SH-1(done), SH-5(done), SH-7(in-progress), SH-11(done).

Developed the map and ability to maneuver the ship around it in sapceMap.html. For the presentational component of the game. This functional aspects of this can be found in map.js. Developed the spaceship interactions with celestial objects and the data structure storage method for those items in map.js. Implemented bad max to hunt the player down and used audio queues to hint at bad max proximity.

James Fotheringham jamesfotheringham

Role(s) Options page design, Freighters, Space Station store & blackjack.

Contribution(s) SH-2, SH-5, SH-10, SH-11. Used HTML and CSS to design the options page; added freighters to the map with a random amount of salvaged energy and supplies on interaction. Implemented buy/sell energy & supplies on the space stations, as well as the ability to play blackjack to win credits (game of chance).

Travis Kameroner DjDadMouth1

Role(s) Supplies, Energy, and Winning the game

Contribution(s) SH-3(done), SH-4(done), SH-19(done). Added supply and energy functionality to map.js and spaceMap.html; as well as displaying the information to the user. Added the koka-kola recipe, and the ability to win the game.

Jasmine Callon jCallon

Role Local storage (saving and admin panel functionality)

Contribution(s) SH-2, SH-5, SH-9. Handled all interactions with and made abstractions for persistent state (localStorage). This includes input sanitization, storing data, reading it, and making behavior for bad or empty inputs. Minor contributions to html and css; mostly worked with js.