

# **COM S/SE 319 : Software Construction and User Interfaces**

**Spring 2019**

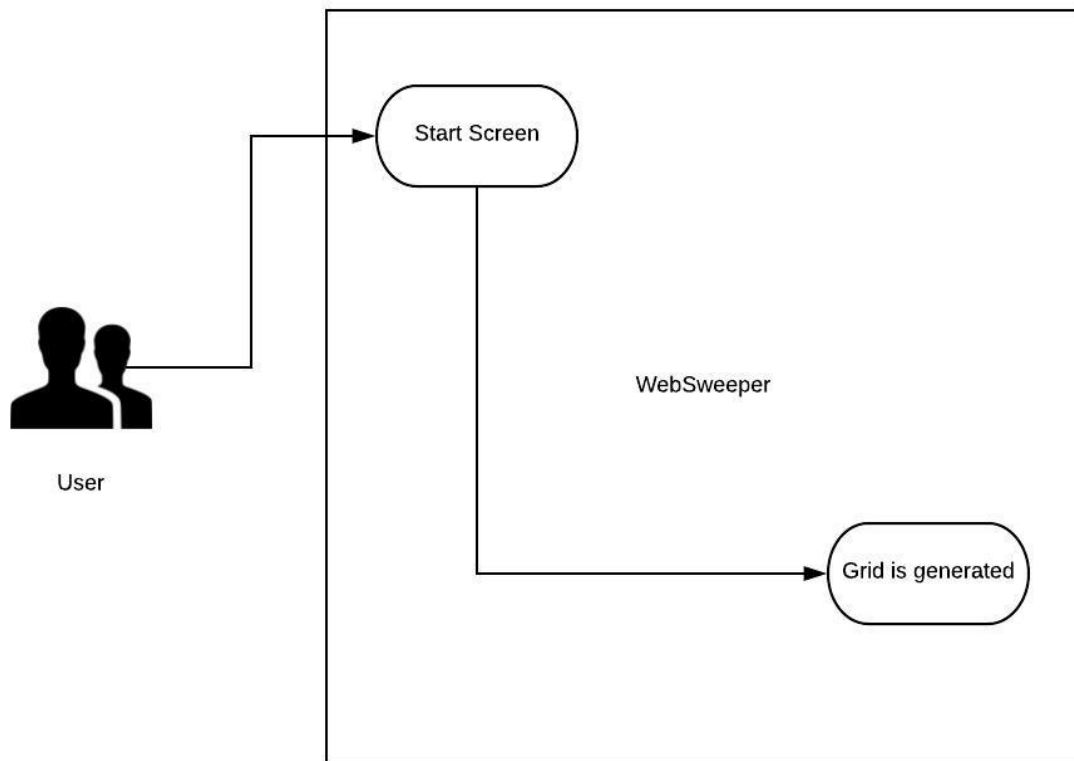
## **Group No. 11: 1st Release Report**

### **1. Successful Implemented Story Cards for Demo 1:**

- Story Card 1: Server Initialized and Database created
  - Name of the Story: Server Initialized and Database created
  - Assigned Team Member: Minji Park
  - Tasks accomplished for this story card:
    - i. Set mySQL database
    - ii. Create database connection in server
    - iii. Initialize node.js server
- Story Card 2: Check Adjacent Mine Implemented
  - Name of the Story : Check Adjacent Mine Implemented
  - Assigned Team Member: Andrew Smith
  - Tasks accomplished for this story card:
    - i. Java project created
    - ii. Create Minefield implemented
    - iii. Check adjacent mine implemented
    - iv. Select spot implemented
- Story Card 3: Main menu screen layout
  - Name of the Story: Main menu screen layout
  - Assigned Team Member: Stamatios Morellas
  - Tasks accomplished for this story card:
    - a. Create index screen for main menu
    - b. Create buttons for each activity
- Story Card 4: Create graphic (grid) for the game
  - Name of the Story : Create graphic (grid) for the game
  - Assigned Team Member: Shivam Vashi
  - Tasks accomplished for this story card:
    - i. Generate a grid of variable size
    - ii. Generate squares with mines and squares without mines
    - iii. Read an array to assign the values to the squares
- Story Card 5: Integrate Frontend with Backend
  - Name of the Story : Integrate Frontend with Backend
  - Assigned Team Member: Minji Park
  - Tasks accomplished for this story card:

- i. Develop API's for the front end to integrate frontend with backend
  - ii. Develop backend rest API
  - iii. Write unit tests for backend API
- Story Card 6: Merge backend core functionality to server code
  - Name of the Story : Merge backend core functionality to server code
  - Assigned Team Member: Andrew Smith
  - Tasks accomplished for this story card:
    - i. Convert java to js
    - ii. Merge code to existing server code
- Story Card 7: Add pages for the different activities on main menu
  - Name of the Story : Add pages for the different activities on main menu
  - Assigned Team Member: Stamatios Morellas
  - Tasks accomplished for this story card:
    - i. Generate tab on the main menu
    - ii. Create pages for those tabs

## 2. Design Documentation (UML Diagram for Story Cards):



*Figure 1: Use case diagram of what the user can access currently*

### 3. UI description with Screenshots:

These are all Screenshots for successfully implemented story cards for 1st Release:

#### Story Card 3: Main Menu Screen

*This is the initial screen that the user will see when the game is started in the web browser. This is simply a mockup, and it has not been styled with CSS yet (this will be done in the near future).*

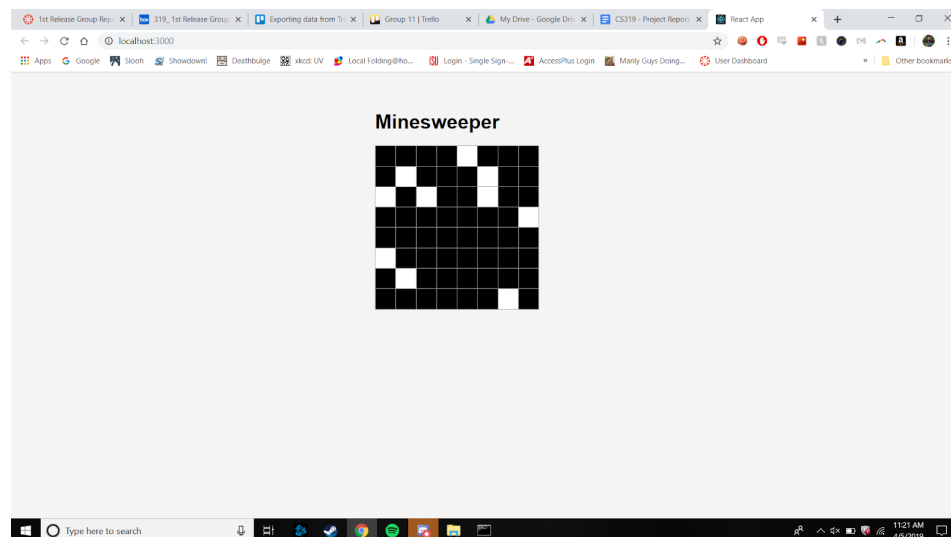
# Welcome to Web Sweeper

[Play Game](#) [Select Difficulty](#) [Leaderboards](#) [About](#)

*Figure 4: Screenshot of the first iteration of the main menu layout*

#### Story Card 4: Create Grid Layout

*On startup, the board should render*



*Figure 7: Story Card 4: As a user I want to be able to see the grid when I start the game.*

### 4. Testing:

Unit tests for server APIs

- GET new game API: the unit test checks if the api returns correct response status code (200 OK) and minefield data in the response body.

- GET leaderboard API: the unit test checks if the api returns correct response status code (200 OK) and a list of the top highest scores in the response body.
- POST new score API: the unit test checks if the server receives new score data correctly and returns correct response code (200 OK) with success message in the response body.

## **5. Plan for 2nd Release:**

List of selected Story Cards for next iteration i.e., for 2nd Release.

- **Story Card 8:** *Update .gitignore file*
- **Story Card 9:** *Make cells clickable*
- **Story Card 10:** *Update CSS on the main menu page*
- **Story Card 11:** *Add a changelog*
- **Story Card 12:** *Finish and populate database*
- **Story Card 13:** *Implement high score*