

# AWS Visual Configuration App

Iteration 4  
CS 498

# Team Members

- Joshua Kennedy
- Benjamin Furlani
- Wyatt Lawrence
- Nick Hammerstrom
- Noah Connolly
- Ben Lawson (Mentor)

## Client Information

- Trey Gourley
- Accutech Systems, Muncie, IN

# Mentor Feedback

- Recommended we try to do an installer for iteration 5. Thought that would be a nice feature.
- Recommended that in our client meeting, we really pick the client's brain about what he likes and doesn't like about our UI.
- Recommended we add more logging, beyond logging over access.

# Client Feedback

- Would like an installer for Iteration 5. He recommended an open source, customizable one, the name of which escaped him.
- Gave us an example of what he wants the AWS dashboard items to look like. It makes use of the symbols AWS uses for their services.
- Said we're good on AWS services. That is, he's content with the services we support, tackling additional ones won't be necessary.
- Would like to see more logging.

# Report - Client

- Wants icons and boxes to be more uniform with AWS icons.
- Wants more control over the viewport of the diagram, ex. the ability to hold-click to drag portions of the diagram.
- Wants focus to be pulled to the left menu (highlighted text) no matter what the view is on the diagram. This would be achieved by auto-centering the diagram when an item is clicked.
- Likes the current login functionality, as well as the new color scheme.
- Definitively stated he does **not** want the app to have any functionality that would allow it to change, alter, or access more than a “read-only” view of the AWS items. This is a fundamental change to the original goal of the project, discovered after he talked with the head of Accutech IT. Giving the app more than read-only accessibility creates a security hole that is unacceptable for the client.
- STUDENT SYMPOSIUM: Said he was fine with us showing anything. He recommended we present our mock items, not real items.

# Report - Mentor

- Would like us to limit the amount of settings windows that can be open simultaneously to one. As in, only one setting window can be open at a time.
- Touch up on ECS and S3 styling.
- The whole frame for the diagram window needs to be linked to the bottom of the dashboard.
- AWS filtering does not always act responsively.
- Would like tooltips for buttons.
- Would like us to speed up the animation on the diagram drawer.

## Future: Iteration 5 Goals

- Further refine the UI, try to make dashboard items look like example our client gave to us
- Custom installer
- More logging



# Teamwork: Work Distribution

- Josh Kennedy: Added logging, at the direct request of the client.
- Benjamin Furlani: UI - splash screen, added color scheme, animations and symbols
- Wyatt Lawrence: ECS handler refactor, add tasks and services to UI, add connection lines to UI
- Nick Hammerstrom: Route 53 implementation both backend and front-end
- Noah Connolly: Added Start/Stop functionality to applicable services. (RDS, EC2)

# The Corrupted Blood Incident

The corrupted blood incident began on September 13th, 2005 and lasted one week...it was a terrible time for low level players....

When World of Warcraft developer Blizzard released a new raid called Zul'Gurub, it thought it was especially diabolical by creating a new form of damage-over-time (DoT) that players would have to contend with during the final showdown of the raid dungeon, a fight with "Hakkar the Soulflayer." This **dungeon was only accessible to max-level players**, which was level 60 at the time.

Hakkar applied a contagious debuff entitled "Corrupted Blood" that had a chance to spread to nearby players AND *pets* for the duration it was inflicted upon an entity. It made for difficult but fun dungeon until players found out that by unsummoning their pets they could pause the counter on the contagion timer.

Hunter and Warlock players could then resummon their pets... anywhere, importantly **outside the level 60 dungeon...** and the counter would start ticking again, and spread the contagion at the level of damage a max level player would receive it. This type of damage simply obliterated any character more than 2-3 levels below 60, and the plague counter reset whenever it hit a new player or pet. Thus, for the entire week, major cities and trading hubs became boneyards, and completely inaccessible to all players, as even max-level players could usually only withstand one or two inflictions consecutively.

