

## Team 3: Threshold Correction

### Milestone 3 – Live Demo Notes

- What features were completed?
  - Front End UI: Main maze page was created with the option to load, save, and create custom maze layouts for the algorithm to solve. Stats page was created which allowed a user to see various stats related to different algorithms and mazes. Maze management page was completed which allowed the user to view, modify, and save mazes.
  - Backend Database: Postgresql database was created and several tables made to store the various algorithms, previously built maze layouts, and individual run stats.
  
- What worked during the demo?
  - The front-end web pages worked well and were functional. We were able to demonstrate the ability to manually create a maze for the algorithm to solve during the demo. The back-end Postgresql database was created and several queries were run successfully against the database.
  
- What issues were faced either during the development or during the demo?
  - The only minor issue experienced was during the maze creation demo. The walls created by the user appear slightly below the mouse position instead of directly on the mouse cursor. The issue was minor, did not impact functionality, and the group was aware of the issue prior to the demo.
  
- What were the suggestions offered by the TA?
  - The TA suggested that the next step in the project would be finding a way of linking the front end and back end together and actually deploying the database.
  
- Individual contributions by each team member.
  - Ethan: algorithm research/development, front-end UI
  - Surya: algorithm research/development, front-end UI
  - Kyle: front-end UI, architecture diagram, wireframes
  - Tommy: front-end UI, maze management
  - Benjamin: back-end database