

Chat-Room Adventure

San José State University

Computer Engineering 133: Software Engineering II

Group I

Leader: Uyen Nguyen

Members: Brian Albert Redoloza, Dhirtitapa (Risha)

Ray, Yenni Lam

Group 1

Overview

Our project is choose-your-own-adventure game that is a web application.

Our final product:

A web application where you can play two games that are both choose your own adventure.



Our Expected Requirements

- Our Essentials:
 - Users can create an account.
 - Users' accounts are recorded in a database.
 - Users can log in and log out of the game through their account.
 - Users can save their status on the game and load it.
 - Users can play the game through the UI.
- Our Desired:
 - The game has at least two endings.
 - The game's story tells an engaging interactive story for the user.
 - The game is saved through a string approach database.
 - Front end (HTML/CSS/Javascript). Backend (Java).
 - Database in MySQL.
- Our Optional:
 - The player can choose from more than two options during the game.
 - The application can allow more than one game to be played
 - The player can choose their avatar.
 - Multiple save files



What We Implemented

- Our Essentials:
 - Users can create an account.
 - Users' accounts are recorded in a database.
 - Users can log in and log out of the game through their account.
 - Users can save their status on the game and load it.
 - Users can play the game through the UI.
- Our Desired:
 - The game has a least two endings.
 - The game's story tells an engaging interactive story for the user.
 - Front end (HTML/CSS/Javascript).
 - Database in MySQL.
- Our Optional:
 - The application can allow more than one game to be played.
 - Multiple save files.



What We Didn't Implement

- Our Essentials:
 - All essential requirements are implemented.
- Our Desired:
 - Backend (Java).
 - Switched to PHP.
 - The game is saved through a string approach database.
 - Used Twine instead.
- Our Optional:
 - The player can choose their avatar.
 - The player can choose from more than two options during the game.



Our Demo



QUESTIONS?