

Things I've Done:

Team Role: Scrum Master

- Primary duties have revolved around “herding cats”. Scheduling and planning meetings and
- keeping the team moving forward to complete the next assignments.
- The entire team contributed to the initial project idea, I additionally tried (probably somewhat unsuccessfully) to drill down the initial plan into a more concrete idea.
- I setup the initial development environment.
- I'm primarily responsible for writing, arranging/organizing, and prettyfying the assignments that we have turned in so far.
- As the scrum master, I facilitated the poker session. I also scheduled and facilitated all other meetings, but this was the one that involved the most hands-on activity.
- Along with one other person on the team, I was largely responsible for creating the user stories and task list.
- I keep on top of assignment due dates and ensure that we're completing and turning in the assignments, as well as making sure that the team is looking ahead to what's next.

Things accomplished since last contribution report:

- I built all the website pages that had to do with account management, as well as an interactive menu to help navigate these features.
- I wrote the various API calls for the website along with the functionality involved in calling them. I just want to say that this was far more painful than anticipated.
- Designed and implemented the database and database schemas.
- I built a splash scene, credits scene, title scene, and main menu scene. Though these assets were eventually discarded due to some git issues that the lead game dev was having.
- Prior to the second sprint, I was the primary person who put together and edited the various assignments that we had to turn in. Thankfully Christian did some great work during the second sprint and really stepped up when it came to putting the assignments together. Because of this I was able to shift into more of an editor role, ensuring that we get another set of eyes on everything.
- Ed and I split Sonarcloud bug and code smells squashing duties relatively equally. (Edit after looking at github insights: it looks like Chrisitan assisted in this a lot more than I had thought. Based on the dates, Ed and I did most of the bug squashing, but Christian did some good work on the code smells.)

Overall thoughts:

Admittedly we were overly ambitious in our goals, but I'm honestly pretty happy with how things turned out. We certainly didn't get as much completed as we had hoped, but we worked well as a team, and I definitely got a lot out of the experience.

Website Commits:

main

Commits on Dec 4, 2023

Merge pull request #37 from unit0113/code_smells [...](#) Verified [2fdbb6f](#) [↔](#)

[unit0113](#) committed 3 hours ago ✓

Commits on Dec 2, 2023

Attempt to fix code smells, take 3 [1c9b956](#) [↔](#)

[unit0113](#) committed 2 days ago ✓

Attempt to fix code smells, take 2 [9627822](#) [↔](#)

[unit0113](#) committed 2 days ago ✓

Attempt to fix code smells [7c49d3f](#) [↔](#)

[unit0113](#) committed 2 days ago ✓

Commits on Dec 1, 2023

Merge pull request #36 from unit0113/ed-update-team-page [...](#) Verified [fe657e7](#) [↔](#)

[unit0113](#) committed 3 days ago ✓

Merge pull request #34 from unit0113/ed-update-team-page [...](#) Verified [cbda48b](#) [↔](#)

[unit0113](#) committed 3 days ago ✓

Commits on Nov 30, 2023

Merge pull request #28 from unit0113/ed-jointeams [...](#) Verified [25bae33](#) [↔](#)

[unit0113](#) committed 4 days ago ✓

Commits on Nov 29, 2023

Attempt to fix some code smells, part 2 [112c015](#) [↔](#)

[unit0113](#) committed 5 days ago ✓

Attempt to fix some code smells [2e1ad7c](#) [↔](#)

[unit0113](#) committed 5 days ago ✓

Added comments to stuff [6375e10](#) [↔](#)

[unit0113](#) committed 5 days ago ✓

Commits on Nov 28, 2023

Merge pull request #25 from unit0113/remove_explicit_list_role [...](#) Verified [01fce13](#) <>

unit0113 committed last week ✓

Commits on Nov 27, 2023

Merge pull request #22 from unit0113/import_fix [...](#) Verified [91e44a7](#) <>

unit0113 committed last week ✓

Commits on Nov 22, 2023

Fixed bad import part 8, trying to pass sonarcloud test part 5 [6e8552d](#) <>

unit0113 committed 2 weeks ago ✓

Fixed bad import part 8, trying to pass sonarcloud test part 4 [fc3beae](#) <>

unit0113 committed 2 weeks ago ✓

Fixed bad import part 8, trying to pass sonarcloud test part 3 [162381b](#) <>

unit0113 committed 2 weeks ago ✗

Fixed bad import part 8, trying to pass sonarcloud test part 2 [b7fd451](#) <>

unit0113 committed 2 weeks ago ✗

Fixed bad import part 7, trying to pass sonarcloud test [ecf599c](#) <>

unit0113 committed 2 weeks ago ✗

Commits on Nov 21, 2023

Fixed bad import part 6, pnpm broke it? [c4b9d8b](#) <>

unit0113 committed 2 weeks ago ✗

Fixed bad import part 5, might actually work this time [426cd06](#) <>

unit0113 committed 2 weeks ago ✗

Commits on Nov 20, 2023

Fixed bad import part 4 [c0068e6](#) <>

unit0113 committed 2 weeks ago ✗

Fixed bad import part 3 [d09c930](#) <>

unit0113 committed 2 weeks ago ✗

Fixed bad import part 2 [35fa00a](#) <>

unit0113 committed 2 weeks ago ✗

Fixed bad import [8aafa82](#) <>

unit0113 committed 2 weeks ago ✗

Commits on Nov 15, 2023

Merge pull request #18 from unit0113/ed-dev [...](#) Verified [b4b3506](#) <>

unit0113 committed 3 weeks ago ✗

Merge pull request #17 from unit0113/ed-dev [...](#) Verified [07cfc7e](#) <>

unit0113 committed 3 weeks ago ✓

Merge pull request #15 from unit0113/teams_api [...](#) Verified [491a244](#) <>

unit0113 committed 3 weeks ago ✓

Commits on Nov 14, 2023

Added check in createTeam to see if team name already in use [4516eba](#) <>

unit0113 committed 3 weeks ago ✓

Added check for full team [52e4aee](#) <>

unit0113 committed 3 weeks ago ✓

Schema and api's for teams created [2145948](#) <>

unit0113 committed 3 weeks ago ✓

Commits on Nov 11, 2023

Delete user implemented

unit0113

committed 3 weeks ago

✓

48d354d

<>

Commits on Nov 10, 2023

Change password and change username implemented

unit0113

committed 3 weeks ago

✓

4f32f45

<>

Commits on Nov 7, 2023

Login and sign up with google/github implemented

unit0113

committed last month

✓

cb3a820

<>

Commits on Nov 5, 2023

Login and sign up with email/password implemented

unit0113

committed last month

✓

adcaeda

<>

Commits on Nov 4, 2023

Merge pull request #9 from unit0113/ed-dev

unit0113

committed on Nov 4

✓

Verified

9c839cf

<>

Commits on Nov 1, 2023

Merge pull request #8 from unit0113/ed-dev

unit0113

committed on Nov 1

✓

Verified

77368b1

<>

Commits on Nov 1, 2023

Merge pull request #6 from unit0113/ed-dev

unit0113

committed on Nov 1

✓

Verified

42d0091

<>

Merge branch 'main' into ed-dev

unit0113

committed on Nov 1

✓

Verified

abaf237

<>

Commits on Oct 30, 2023

Created sign up page. Login page now links to sign up page. Buttons o...

unit0113

committed on Oct 30

✓

da1db02

<>

New starting point for sprint 1

unit0113

committed on Oct 30

✓

bf829d9

<>

Commits on Sep 22, 2023

Merge pull request #3 from unit0113/ed-dev

unit0113

committed on Sep 22

✓

Verified

f2a2125

<>

Commits on Sep 18, 2023

Merge pull request #1 from unit0113/circleci-project-setup

unit0113

committed on Sep 18

✓

Verified

b8baabd

<>

CircleCI Commit

unit0113

committed on Sep 18

✓

88d7fa6

<>

Commits on Sep 16, 2023

Initial commit

unit0113

committed on Sep 16

✓

Verified

3b3eaf0

<>

Game Commits:

Commits

main

Commits on Nov 19, 2023

Credits scene created
unit0113 committed 2 weeks ago

Commits on Nov 18, 2023

Splash and title scenes created
unit0113 committed 2 weeks ago