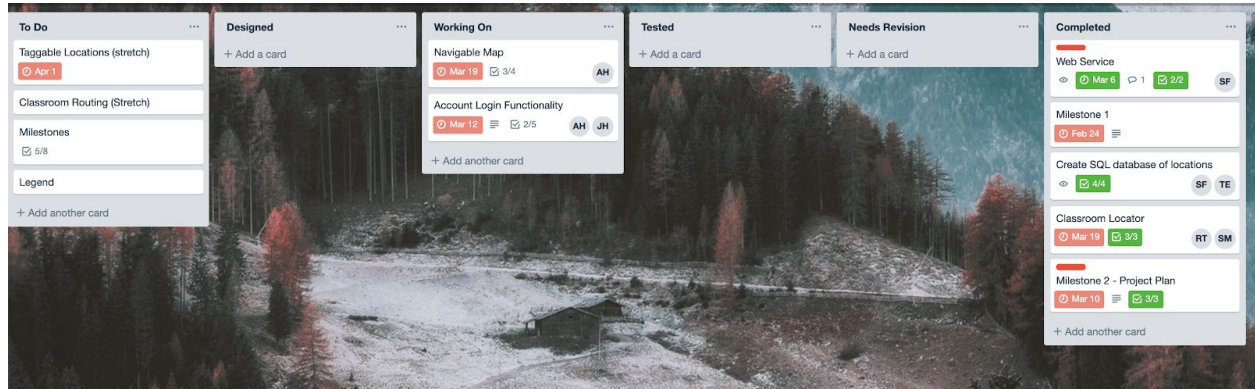**Team Number:** Section 101 - Team 4
Team Name: International Justice League of Super Acquaintances (IJLSA)
Team Members: Taylor Ellis, Sam Fitzsimmons, Alyvia Hildebrand, Jason Hong, Steven McDonald, Robert Tennant
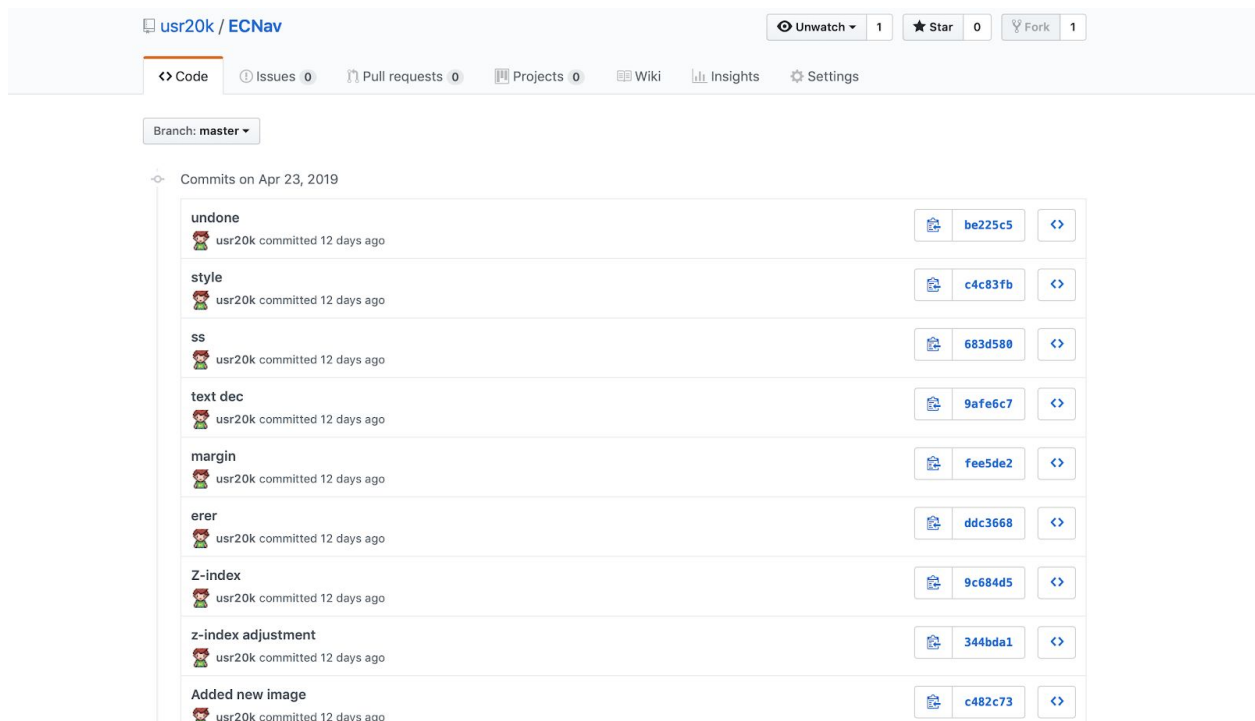**Project Title:** ECMap
Project Tracker: https://trello.com/b/PebL4JGu/ec-dungeon-map

Project Repo: https://github.com/usr20k/ECNav

Note: The deployments to Git were done primarily by Steve, and each teammate would forward their respective code to Steve to consolidate all our deployments.

Screenshot of Commits:

Deployment: Our application is hosted through Heroku, accessible at https://ecmap.herokuapp.com/ The application is built directly from our ECNav master repository linked above.

Repo Structure: Our repo closely models the structure of the node.js Lab, as our primary code is included in a server.js file, a scripts.js file, and several .ejs pages and partials. Our server.js file integrates directly with the Heroku environment and is how we communicate with our Remote MySQL database for queries. Our scripts.js file is where the bulk of the computational functions are stored, which allow for zooming, scrolling, and displaying information when used across the application. The home.ejs file is the primary page that users will spend the majority of their time with while using the site, and the several other pages/partials make the site more robust with different functionalities, such as the log-in page or the floating header.

Building/Testing Code: To run the code locally, simply down the entire repo and run the following in a terminal window: **PORT=8080 node server.js**. Any port number can be used in place of 8080 but we found this to be generally unreserved and reliable for our purposes.