




Every Man for Himself

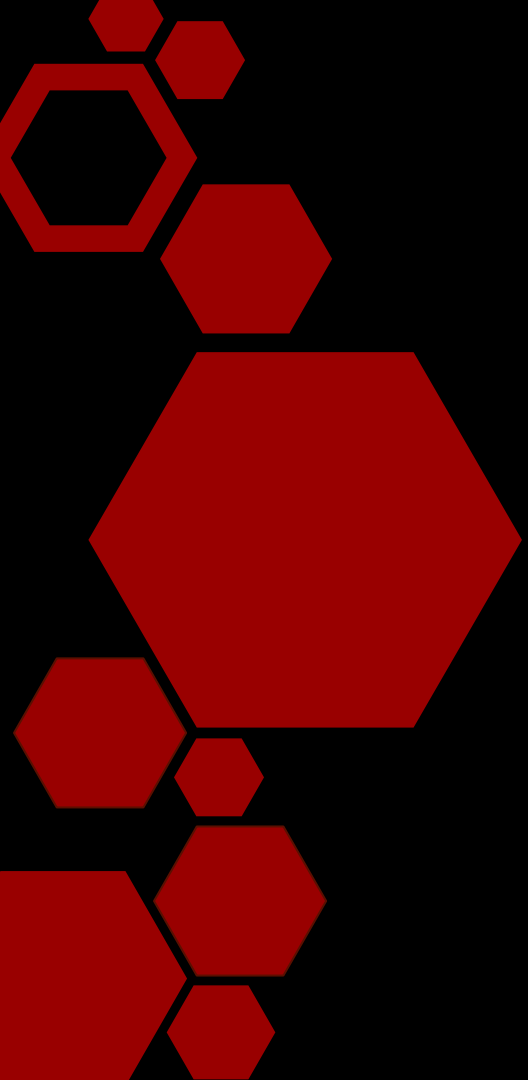
Brandon Thorne, Adeel Minhas, Corey Burns, Vivek Kunnath, Ryan Mackenzie





Agenda


- ◇ Introduction
 - The Problem
 - The Solution
 - ◇ Users and Stakeholders
 - ◇ The Team
 - ◇ Technologies Present
 - ◇ Demo
 - ◇ Our Methodology
 - ◇ Documentation
 - ◇ Summary & Conclusion
- 



Introduction



The Problem

- ◇ People always have ten minutes to spare
 - ◇ People want to interact but need a common interest
 - ◇ Small browser based multiplayer game selection
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The Solution

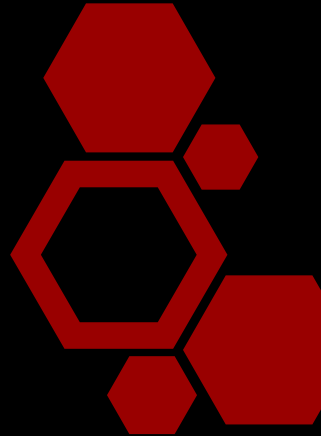
- ◇ Quick and easily accessible
- ◇ Ideal for highly mobile users
- ◇ Multiplayer for public settings






Users & Stakeholders

- ◇ The Players of the Game (Killer and Prisoners)
- ◇ Administrator in charge of managing the site
- ◇ Our team of developers





The Team

- ◇ Brandon Thorne
 - Front-End/Back-End Communication and Game Logic
 - ◇ Adeel Minhas
 - Front-End Development and Design
 - ◇ Corey Burns
 - Front-End Design and Angular UI
 - ◇ Vivek Kunnath
 - Database Operation and Game Logic
 - ◇ Ryan Mackenzie
 - Back-End Development
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Technologies Present

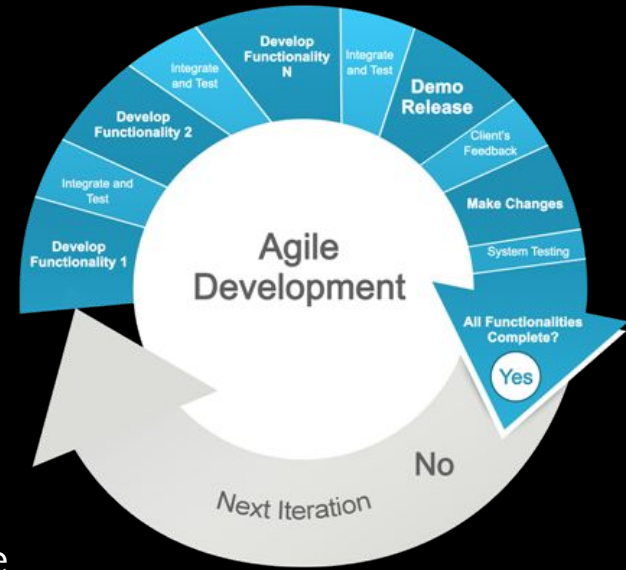
- ◇ MEAN Stack
- ◇ Front-End:
 - HTML5
 - CSS3 & Bootstrap
 - AngularJS
- ◇ Back-End:
 - NodeJS
 - Express
 - MongoDB via Mongoose
 - Socket.IO



Our Methodology

Agile:

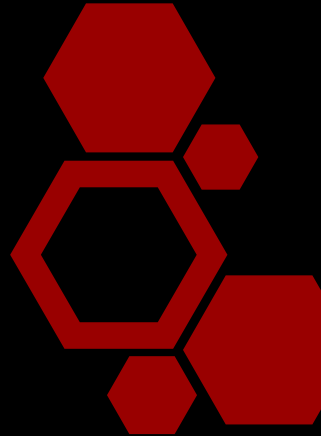
- ◇ Iterative process that responds to change
- ◇ Allows for flexible end goals
- ◇ Encourages communication





Methodology Results

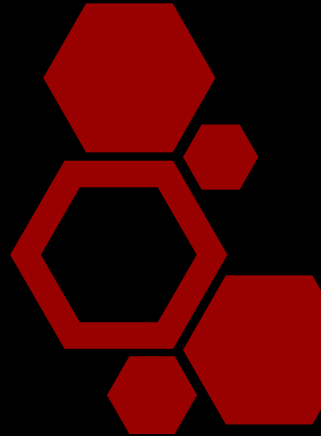
- ◇ Successful
 - Parallel Front-End and Back-End Iterations that came together
- ◇ Project was very malleable
 - Schedule was able to shift based on challenges

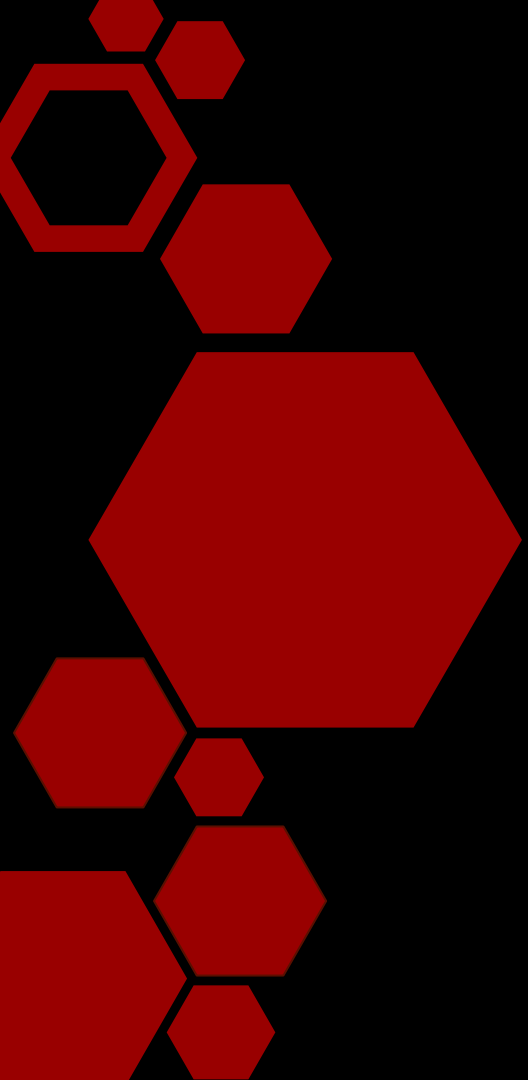




Architecture

- ◇ Singular HTML Page
 - Accomplished with AngularJS
 - Multiple CSS files
- ◇ Socket IO
 - Events on back and front-end for simultaneous communication
 - Used “Rooms” for lobbies
- ◇ JavaScript
 - Singular Angular Controller
 - Singular Node Server file
 - Linked to many Node Modules
- ◇ MongoDB
 - JSON storage of Names and Scores





Demo: Start



Review


Goals:

- ◇ Easy to set up game
- ◇ Simple to understand
- ◇ Multiple games at once
- ◇ Learned how to manage game on client and server-side





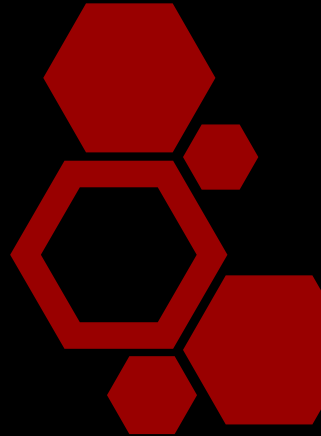
Documentation

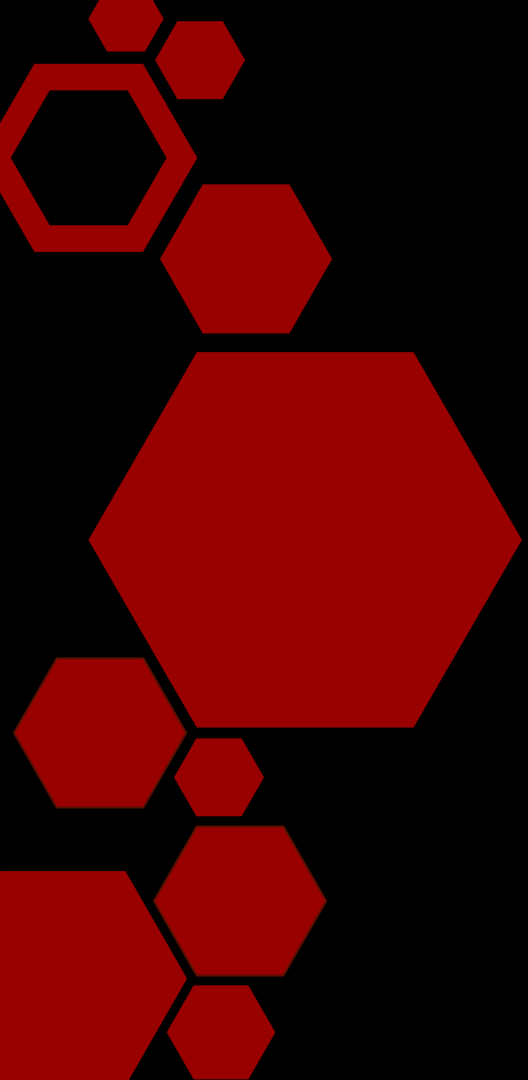
- ◇ All Iterations of the Project were stored on GitHub
 - Primarily worked on “Development” branch
 - Pushed to “Master” branch at end of Iteration
 - ◇ Code is Thoroughly Commented
 - ◇ Technical ReadMe
 - ◇ User Guide
- 



Conclusion

- ◇ Project was Successfully Completed
 - Bugs will be fixed before submission
- ◇ Technical Goals Achieved:
 - Uses the Full MEAN Stack
 - Completely Functional Multiplayer
- ◇ Learned real-time communication between clients and server
- ◇ Connects Friends and Is Entertaining





Thank You

Any Questions?