

Title: Card Crusade

Team members:

- Daniel Hernandez
- Ashley Kastler
- Elizabeth Soreson
- Jose Soto
- William Van Vuuren

Project Description:

For card game enthusiasts who enjoy experiencing digital access to their favorite popular games online we have our project "Card Crusade". This application is a take on the traditional card game "War". This is where two players go head to head. Whomever has the highest card wins, that's it!. We have provided an upgraded digitized version with some nice upgrades. The interface allows a user to register an account in order to log in and keep track of their stats as they play, such as wins. This game is perfect for anyone wanting to play online without the hassle of a real deck and finding someone to play with. Without the physical aspect this game would allow for quick and easy access to this card game and the entertainment it comes with. This application is easy to use with login and setting up an account. Even after our home page provides a quick tour of the application and how to navigate it. Change settings or go into profile to change your icon into one of Ashley's original artworks. Then our game page even provides a tutorial in case you need a refresher on the game. When done, simply log out and come back whenever you're ready for more.

Project Tracker - GitHub project board:

<https://github.com/users/willvanvuuren/projects/1/views/3>



The screenshot shows a GitHub Project Board for a project named "card project". The board is in "List" view. It contains 30 tasks, each with a title, a number, an assignee, and a status. The tasks are numbered 1 through 30. The assignees are listed in the "Assignees" column, and the status is listed in the "Status" column. The tasks are as follows:

Title	Assignees	Status
1 Game board - Display winner of each round #17	AshleyK18-marcey	Done
2 Game board - name tags for players #16	AshleyK18-marcey	Done
3 Game board - user icons for players #14	AshleyK18-marcey	Done
4 Game board - Round counter #12	AshleyK18-marcey	Done
5 Game board - Winner modal #24	willvanvuuren	Done
6 Game board - Loser modal #25	willvanvuuren	Done
7 Directions Modal #10	willvanvuuren	Done
8 Game Statistics Storage Page #1	also1549	Done
9 Leaderboard - displays ranks of all users in database #20	also1549	Done
10 Settings - Change username, password #21	also1549	Done
11 Settings - Change icon #22	also1549	Done
12 Account stats - users current rank #19	also1549	Done
13 User logout #8	Champion-Dan	Done
14 updated nav bar for login #28	AshleyK18-marcey	Done
15 Game board #34	AshleyK18-marcey	Done
16 Navbar Partials #6	AshleyK18-marcey	Done
17 Add card animation #5	jossotriv	Done
18 Game board - display card count for both players #18	AshleyK18-marcey...	Done
19 User registration #2	willvanvuuren	Done
20 Game board - gameProcessing #23	jossotriv	Done
21 Game board - Number of cards #11	jossotriv	Done
22 Game board - Display a deck of cards for each player #15	jossotriv	Done
23 Game board - display two open face cards #13	jossotriv	Done
24 Footer Partials #7	AshleyK18-marcey	Done
25 User login #4	willvanvuuren	Done
26 Logout- prompt confirmation for logout #27	Champion-Dan	Backlog
27 Tie bug #48	jossotriv	Done
28 user icon bug #49	AshleyK18-marcey	In Progress
29 card value comparison bug #50	AshleyK18-marcey...	Done
30 Home page #51	Champion-Dan	Done

Demo video: [ProjectDemo_17-02.mp4](#)

VCS: <https://github.com/willvanvuuren/card-crusade>

Contributions:

Jose

- I worked on the game functionality and assisted in minor pm tasks when Ashley was not available. I created decks for each individual user; created card elements based off of the values of the deck values that could be interchanged between players; created a scoring function ; created the basis for the gameboard; and created the card animations. I also maintained meeting minutes with weekly commits for 1 TA meeting and went to 2 OH to discuss team concerns.

William

- I worked on the login page, registration page, the database, and the game modals. I wrote the ejs for the login and registration pages as well as the corresponding JS/backend for them. I also added the validation for the registration, which included email, password, and username requirements (no duplicate usernames). I designed the users database, and wrote the introduction, loss, and win modals on the game page.

Beth

- I set up the directory structure and project framework including the docker file, and dummy code files so we could launch the project. I was responsible for the profile page (ejs, js, backend sql) that reads the database and displays the users sorted by rank and the leaderboard sorted by wins. The profile page also allows the user to change password, username, and assign or change an icon. I added user data to the insert.sql file for debugging. I modified the login page to add a variable for the username that is read for the get profile page.

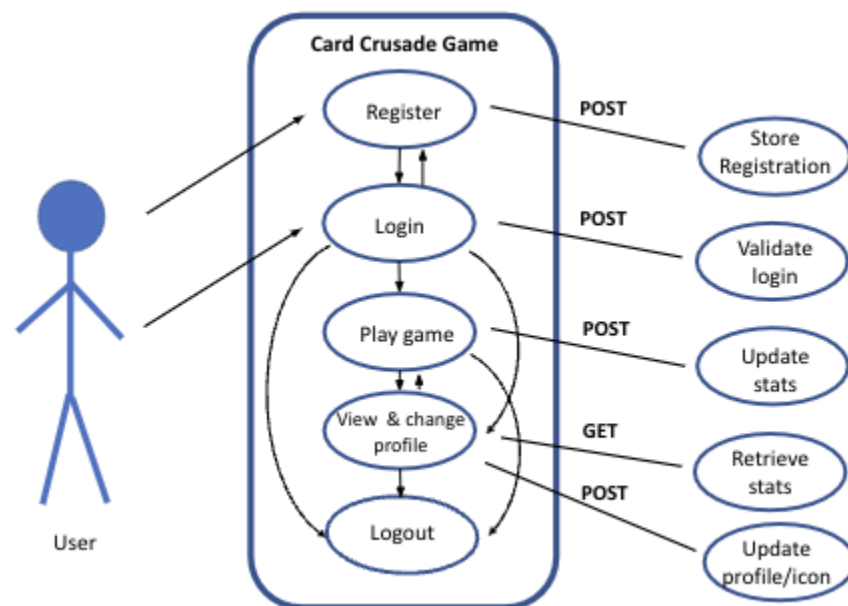
Ashley

- I worked on the navigation bar partials and general css element styling across all pages and I created the user icons. I also supported Jose by providing the game board styling and connecting his game functionality code to my template. In addition, I fixed many minor bugs and merge conflicts when combining our branches. Throughout the project I acted as a project manager ensuring we met our deliverables and maintained communication so everyone was aware of the status of our project. This includes scheduling and hosting zoom meetings, and managing the release notes and project tracker on github.

Daniel

- I worked on the home page and the log out page. Started off with a logout page, setting up css and making sure the post requests were sent to the index.js file. Had to make sure buttons such as log out were sure to destroy the session completely and prompt navigation to the page to confirm for users that they actually logged out. Secondly setting up a homepage for users after they log in to help them navigate the site. Added nav bars and modals with pop ups that explain what each tab in the header does to help ease navigation.

Use Case Diagram:



Test results:

Feature 1: **User Authentication**

Test cases:

- The user can login with valid credentials (valid form of data)
- The user cannot login with invalid credentials
- The user can register new credentials (valid form of data)

Feedback: Users started at the login page and tried to login without registering (didn't work). (2/3 users) Realized they had to register. Tried to register with a password that didn't meet criteria (1/3 users)(didn't work). Once the password was correct everything worked so the user could register and then login.

Feature 2: **Card Management**

Test cases:

- Proper Value Attribution (cards numbered from 1-13 for each deck)
- Proper Win Conditions (higher number wins)
- Player Deck Management (26 cards total, play until one deck depleted or 50 rounds played)

Feedback: User was confused about how to start the game (needed to click the play card button)(2/3 users). The user didn't understand the win condition where the maximum number of rounds (50) was reached (3/3 users).

Feature 3: **Account profile**

Test cases:

- Leaderboard should display correct rankings between users
- User can update icon
- User can change username and password

Feedback: Leaderboard and rankings display correctly, don't update based on wins/losses. Changing password and username is fine. Changing the user icon doesn't update the icon on the game page. (all users)

Other comments:

Why is user player number 2 rather than 1?

Why are some cards green and some red (does green mean you won?).

In game instructions "it is war" – what does this mean?

Win/loss modal obstructs final score.

Deployment

The app was deployed on heroku with Jose's personal account. The deployment was done on Nov. 30th,2022, once all the project code was made functional with the class TA. The database is stoOne can simply access the app by accessing the following hyperlink : card-crusade-cu2022.herokuapp.com .