

Iteration 2 Release

We have each feature and enhancement documented as an issue for the Iteration 2 Milestone on GitHub. Enhancements are marked with the 'enhancement' tag while Features are marked with the 'feature' tag. These issues are your best friend for deciding which elements and systems to test.

Milestone Link:

<https://github.com/wspurgin/NightKnights/issues?milestone=2&page=1&state=closed>

There is a separate repository for the mobile app, so any issues regarding it go here:

https://github.com/Ellyonia/NightKnights_Mobile

Cameron Keith is our iOS development lead, and is in charge of facilitating the app's testing. You can reach him at: 2149269849

Production is located at: <http://54.84.248.48>

Login and Signup work, however there is a test account: Email: acloudy@smu.edu Password: marflebark

Known Issues:

Just as a friendly note: If weird errors start happening, go to the Chrome web console first before declaring bugs. The biggest thing we've noticed that throws things into wack is when our internet connection is spotty and jquery can't download. Therefore, in the web console, if you see "\$ not defined." It's just that jquery didn't get pulled from Google. You can either try refreshing or moving spots for better internets to flow ;) We plan to simply download jquery and store it locally to avoid issues where Google's servers have problems delivering jquery.

Game issues: The game is HORRIBLY IMBALANCED. Too easy/too hard issues will be resolved in iteration 3. A lot of art assets are filler as well (See *Equips LOL* button for an example). On that note, the gun image you get from chests is a placeholder for experience.

World bosses weren't implemented to the extent that we had in mind, so we need to work more on them. There's also a known bug with the inventory in the game where the images are too close together. However, clicking one of them WILL equip it as your weapon (See the console for confirmation). If you have any UI issues, such as layout or design, please feel free to post them as issues and we'll take them into consideration.

Thanks for your help,

Dream Team