



Sprint 2 Reflection Document

Group: JARS with an E

Project: Napoelon's Adventures

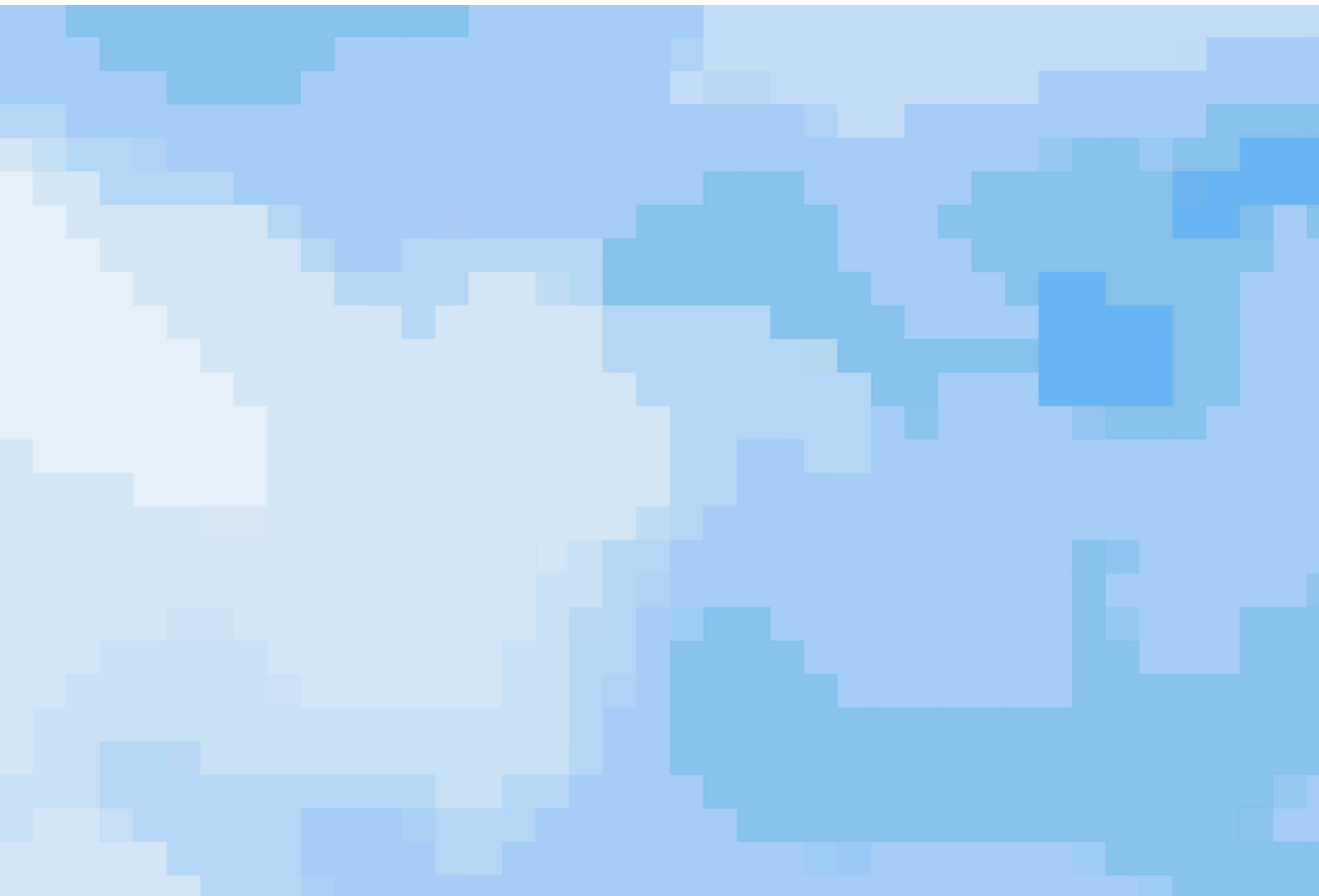


Table of Contents

What is included in the Final Product:	2
The Landing Page	2
The Sign-up Page.....	3
The Login Page	3
The Dashboard	3
The Game Intro Page	4
The Game Main Page	4
The Game Ending Page	4
Description of Newly Added Minigames	5
Assumptions and Decisions made in the Final Sprint:	5
Known issues from Sprint 1	6
Areas of Improvement from Sprint 1	6

What is included in the Final Product:

The launched website now has these pages:

- Landing Page
- Log-in Page
- Sign-up Page
- Dashboard Page
- How to play Page
- Profile Page
- Leaderboard Page
- Logout Page
- Forgot password Page
- Game Description Page
- Game Intro Page
- Main Game Page
- Game Outro Page
 - o Note: the four game pages will have 5 different pages, one for each of the games implemented:
 - o Forum, Reed Pond, Business school cafe, Cornwall house, and INTO Building, where the “Game” is switched out with the actual name
 - e.g. Forum-Description-Page

The Landing Page

Is still be the first page on which the user will stumble on upon opening the link to the website. They will also be greeted by “Napoleon’s Adventure” on the start screen, with the buttons **login and sign up**, which would take them to their corresponding pages. However, during sprint 2, there has been additions made to the landing page. There are 4 different *navigation buttons*, where they take a user to a certain area of the page. These being labelled as:

- “Join the Adventure”: where it explains what the website is about, the games it has and other features.
- “How It Works”: where it shows 5 different cards that when the mouse hovers over them, explains different aspects of the website.
- “Why It Matters”: which explains the importance of sustainability, and how people should consider its importance.
 - o In this block, there are 2 hyperlinks that links the user to the SDG12 (goal for sustainability) and the university of Exeter’s personal goals for sustainability and their way of tackling it.

- Napoleon's logo: this is the logo that is shown throughout the project, clicking it will take you back to the top of the page.

The Sign-up Page

Mostly remained the same from Sprint 1, the only difference is now there is a privacy policy agreement box, where the user needs to click on the hyperlinked "privacy policy", which places a pop-up of the privacy policy that the user needs to read all the way in order to proceed to check the box. There is also another hyperlink under the signup box, that asks the user if they are already a user, giving them the **Login Page**.

The Login Page

Also remained similar to how it was in Sprint 1, there is an addition line under the login button to "Create an Account" on which they will be send to **The Sign-up Page**, if they input their username and password they will be directed to **the dashboard**.

The Dashboard

This page (previously named Map Page) has a few additions, firstly, the map has changed, and the scenery has changed completely. There are 4 navigation buttons:

- **How to play:** on which the user is given different information that can be useful to them with how to play the games that are available in the map.
- **Profile:** the profile page is the same as it was back in Sprint 1, with the addition of having a profile picture assigned to a user as soon as they create an account. (It can't be changed and is automatically assigned.)
- **Leaderboard:** The leaderboard page includes the top 10 scores, that are accumulated from all the games scores placed together.
- **Logout:** on which once clicked, it would take the user to its page and let them know that they have been logged out, giving them a button "Login again" that will return them to **The login Page**.
 - o There is the "Napoleon's logo" button on the top left of each of those pages (other than the Logout page), on which once clicked, it will return the user to **The Landing Page**.

there are also 5 building icons, each of which includes their own **Game Description Page, Game Intro Page, Main Game Page, and Game Outro Page**, which still need to be accessed with the QR code, these icons being:

- **"Forum":** takes the user to the Whack-A-Waste game
- **"Reed Pond" :** takes the user to the Sea Sweepers game

- **“Business School cafe”** : takes the user to the Sort’n’Serve game
- **“Cornwall House”** : takes the user to the Recycle Rush game
- **“INTO Building”** : takes the user to the Match 3 game

Once one of the game’s get accessed, they will be directed to that game’s **Description Page** (for example, INTO-Building-Description-Page), ***The Description Page*** talks about how the game the user is about to play tackles a certain area in sustainability. Each game will have its own area that it focuses on. The sustainability corner also has a hyperlink where it shows the user what is being tackled within the university’s goals, meaning that each game has different knowledge for the user to learn. In the page, there are 4 navigation buttons, from **the dashboard page**, all doing the same thing. They are 2 buttons, “PLAY GAME” where the user will be directed to **Game Intro Page**, the other button will be “BACK TO MAP” where the user will go back ***The Dashboard***.

The Game Intro Page

This page explains how the user can play the game, by telling them what the controls of the game and what the final goal the player needs to achieve to pass a level. Depending on the game, the player might need to depend and work on different factors. There is one button on this page, and it is “Play Game” where the user will be redirected to the game.

The Game Main Page

This is where the game is, using the explanation of how to play the game earlier, the player is expected to keep playing until they are satisfied, hoping that they will be able to implement these changes into their real life, there will also be a button that “end Game” where it ends the game prematurely, which takes the user to ***The Game Ending Page***.

The Game Ending Page

This is the final page for a game, where it returns a player’s score to them and determines whether that person has won or lost, as well as given them advice on how to win this level next time, also it has 2 buttons on the end. “Play Again” where the user will go back to ***the main game page***, and another “Exit Game” that takes them back to ***the dashboard page***.

Description of Newly Added Minigames

- **Whack a Waste:** There are 4 different types of waste that comes up to the screen from a 3x3 grid, like idea to the game "Whack-a-mole", it follows the same concept on which as soon as the right thing comes up, it is advised to hit it and gain points, else that will result in lost lives.
- **Sea Sweepers:** This game talks about the waste that goes toward the ocean and seas, the point of this game is to promote the idea to people that littering to the ocean is not a good idea. This causes many fish and turtle to die, therefore this game will be perfect on tackling the idea of it Having limited lives and time, the player needs to collect as much rubbish and they can, whilst avoiding other fish and species to keep them from going extinct
- **Sort'n'Serve:** This game talks mainly about food waste, and how many people do not understand what to do with their food or tray after they have had their meal. So, this game makes it so the random items are going down on aisle, where the player should see where their last trash should go to (the file he needs)

We have also officially launched the website (<http://www.napoleonsadventure.com/>), it does not need to be run locally anymore.

Assumptions and Decisions made in the Final Sprint:

- We have assumed that:
 - We needed more minigames for the user to fully understand the meaning behind the sustainability
 - The website needed to be in HTTPS, to ensure safety for all users logging in
 - Due to high number of assignments due, we will not do as much as we thought we would be able to do.
 - The product matters more than the process
- We have decided that:
 - We needed to scrap the idea of HTTPS, because we needed to complete other essential features
 - We needed to halt the creation of one of the games, due to lack of time, the game was not complete therefore not viable to be placing into the final product.
 - The process (way we worked) was extremely important, such as using and expanding on the Trello board, and utilizing the GitHub to its fullest potential, with branches and other features

- Changed the repository and Trello setting to make its visibility public, allowing anyone to be able to access it.

Known issues from Sprint 1

These were issues we faced at the end of the first sprint, listed below. ***All these issues were fixed and taken care of:***

- In the “Recycle Rush” game, there seems to be an issue on which some of the rubbish can bug through the bins, making the player lose a life, and miss out on a point
- There is no email confirmation while signing up.
- Multiple usernames can be made with the same email, which causes an error when resetting the password for, also not as secure.
- There is no way of adding a profile picture to a user’s profile.
- No place where the QR code is currently visible for public.

Areas of Improvement from Sprint 1

Listed below, are the areas that we wanted to improve and managed to fully complete:

- The website could have better design in terms of aesthetics, with more attracting visuals.
 - We have achieved that by changing the aesthetics, especially for the landing page and the games.
- The games are not loading into the webpage, that is because it has to be downloaded, meaning that there might be another language needed to be used for the games, maybe a language like Javascript.
 - We have achieved that by having the games use JavaScript, as well as using Py-Script too, which fixed the issue with the Py-games.
- There can be a better map, which shows the university in a better way.
 - We have achieved that by having a group member draw some of the university’s buildings and used inside the game.
- More games, having only two is not enough for a full product.
 - We now have 5!
- A more nailed down schedule on meetups, in order to catch up with work and see what is to be done next.
 - Even though there was a high number of stresses throughout the second sprint, we still managed to set up meetings when needed and communicated a good chunk of the time through WhatsApp.

- Separate the group to work on features, rather than backend and frontend
- When using GitHub, create branch per feature instead of per person.
- Better delegation of tasks with group members (being more dynamic with task allocation, more understanding on how long a task would take)