

CSCI 3308 Milestone 3

Team Number: 08

Team Name: Team T33am

Team Members: Sam Basile, Maya Greenstein, Zhanchao Yang, Max Page

Application Name: Draw Chat™

Project Features Demonstrated List

- **Drawing**
Drawing on a canvas with a variety of colors with the ability to undo, redo, and clear the canvas. There is a drawing tool and an eraser. Chat input and box ready to be connected to a backend.
- **Sign On**
Home page and sign on feature completed. Need to connect to node to store usernames in the database.
- **Score Counter/Timer**
Score function is complete based on time, a countdown timer is complete .
Refreshing the page should not reset the timer, so it needs to change that. It need to store each player's time in the backend, store in (database)
- **Guesser**
Guessing page completed that continuously takes in an image and displays it. This page includes a form where users can input their guesses. Upon submission of the form, the form will be reset. If the guess was incorrect, it will be added to a list of previous guesses below the form. If the guess is correct, the timer will be stopped and all users will be brought to a new page (specific page is dependent on their current role).

Issues

During the demonstration, every feature presented worked as expected. All were early iterations of what they will look like after full development however everything we expected to happen at the time of demonstration did.

Development Issues

Due to our current unfamiliarity with node, we were unable to use any of it in our program up to this point, however we intend to develop those aspects shortly.

TA Suggestions

> Look into node packages:

- 1) For sign on - use package to generate alpha-numeric string since it will be more secure than just numbers
- 2) For time - use a package to integrate timer with server so the user can't just reset the page to restart the timer.

> Export drawings as svgs instead of pngs as discussed since they are smaller/easier to store.

> Make actual architecture diagram (instead of flow chart as shown) to show where node js is actually being used.

> Ensure all functionalities that need to be server-side are ported eventually

Individual Contributions

Name	Github commit link	Contributions
Maya Greenstein	https://github.com/CU-CSCI-3308-Fall-2021/CSCI-3308-Fall21-015-08/commit/9adef1feb2c0c0c674e007a6c5580146d2ea69f	Home page, sign on feature, flow chart
Sam Basile	All of the commits on the canvas branch. One Commit.	Drawing canvas, chat box/input, color picker
Max Page	https://github.com/sambasile10/TeamTT/tree/max	Guessing screen and placeholder congrats screen
Zhanchao Yang	https://github.com/CU-CSCI-3308-Fall-2021/CSCI-3308-Fall21-015-08/blob/main/project/Timer%20and%20Scorer/App.js	Timer and scorer