

Emily, Lucy, Will

# Project Overview



## CONNECT 4

Login

Register

# Register

Username

Password

Confirm Password

Register

already have an account? Login

# Login

Password

Login

not a member? Register now

Global

Leaderboard



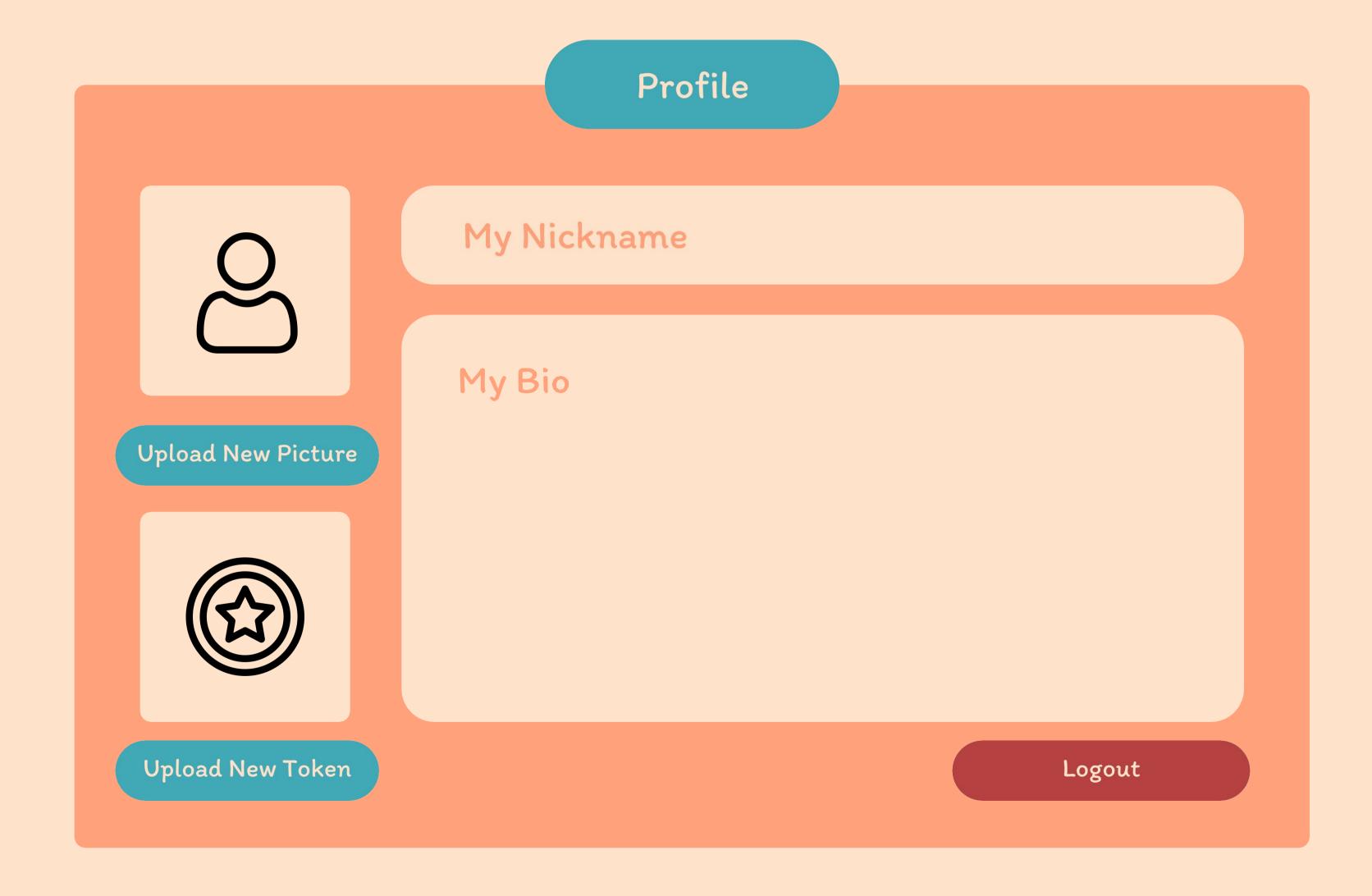
Global

Leaderboard



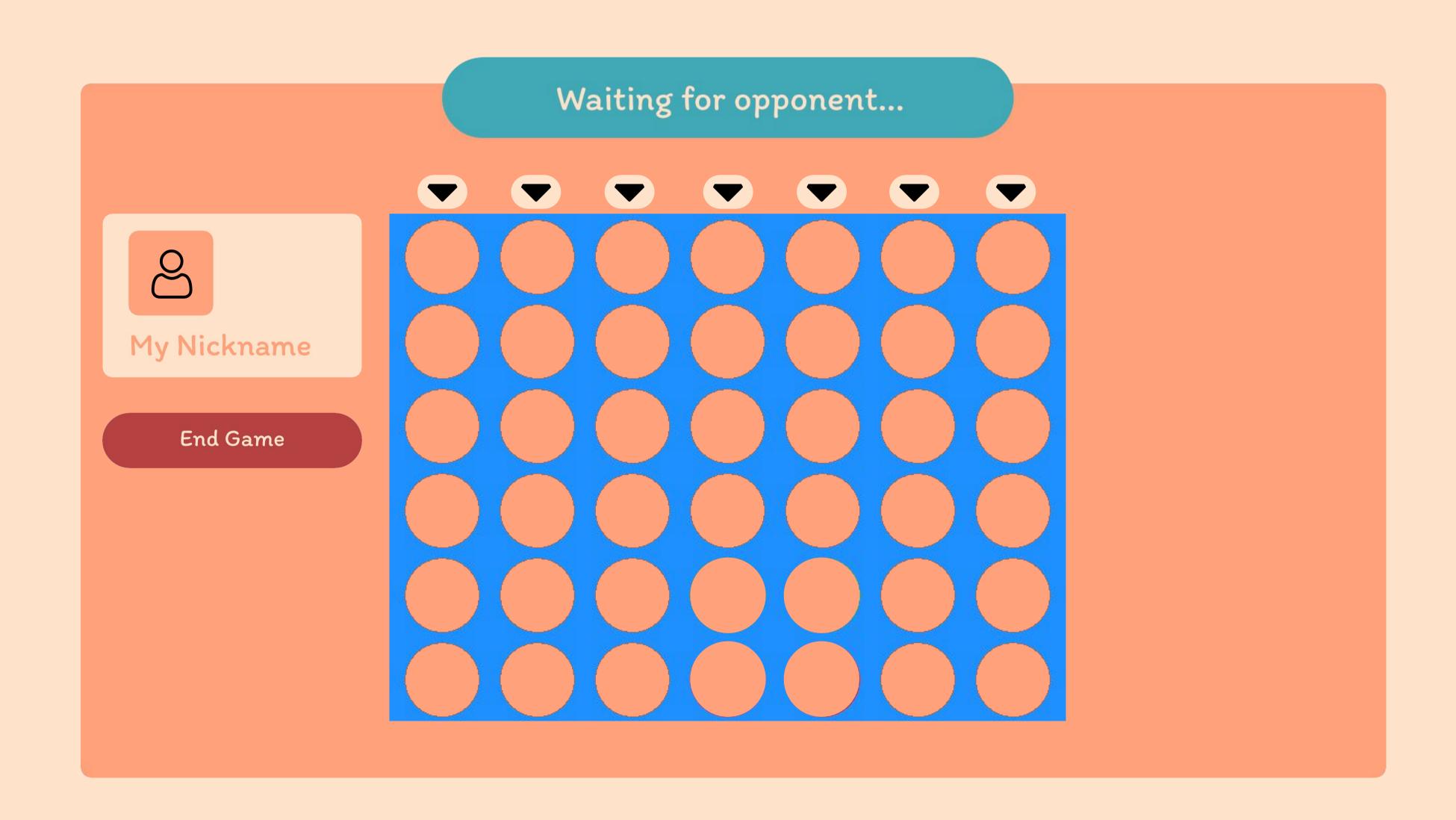
Global

Leaderboard



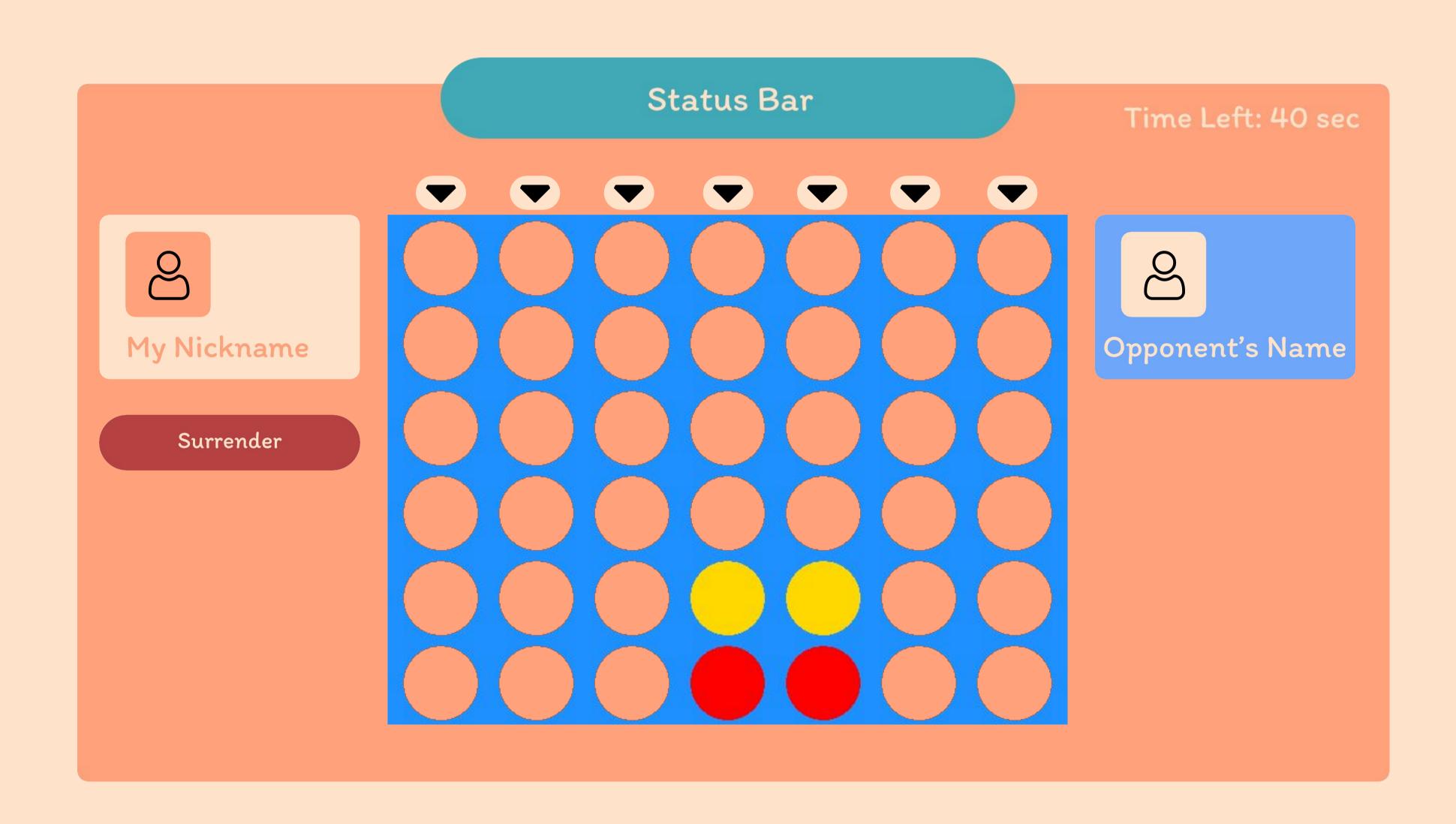
Global

Leaderboard



Global

Leaderboard



02

Sprint 1 Recap



## Sprint 1 Goals

#### Pages

- **☐** Home Page
- **□** Login Page
- **□** Register Page
- **□** Global Page
- Leaderboard Page
- Profile Page
- **□** Gameplay Page
- **CSS**

## Django

- models.py
- **□** forms.py
  - **□** Look into OAuth
- **□** urls.py
- **□** views.py

#### AJAX

- Polling on gameplay
- Polling on global page

## Sprint 1 Results

#### Pages

- **□** Home Page
- **Login Page**
- Register Page
- Global Page
- Leaderboard Page
- Profile Page
- Gameplay Page
- <del>CSS</del>

## Django

- <del>— models.py</del>
- <del>la forms.py</del>
  - ☐ Look into OAuth
- <del>□ urls.py</del>
- <del>Q views.py</del>

#### AJAX

- Polling on gameplay
- Polling on global page

## demo

## Problems

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## Challenges

#### 1. Usage of AJAX

- Some actions can be done in views.py through actions, while others need to make use of AJAX polling
- 2. Fields of the Room model
  - Made modifications of our originally proposed Room model to keep track of more information
  - Keeping track of open/close rooms and enforcing the one player one room policy
- 3. Github version control
  - Old cache data causing conflicts when team members are making changes in parallel



Next Steps

## Sprint 2 Goals

#### Pages

- **□** Home Page
- **Login Page**
- Register Page
- Global Page
- □ Leaderboard Page
- **☐** Profile Page
- **□** Gameplay Page
- <del>CSS</del>

## Django

- <del>□ models.py</del>
- <del>la forms.py</del>
  - ☐ Look into OAuth
- <del>□ urls.py</del>
- <del>Q views.py</del>

#### AJAX

- Polling on gameplay
- **□** Polling on global page

# Thank You!