What features were completed?

- Prototype landing page
- Login feature
- Room code for individual games
- Basic game canvas and loop
- Basic player/ gun rotation and movement

What worked during the demo?

All features worked on a basic level and performed as expected. The structure is well organized and there are no glaring issues with any of the features. The prototype/backbone has given us an opportunity to break up the workload. The movement of the player and player's gun works well, and there are no major bugs and issues. Projectiles are being implemented currently and seem to be working.

What issues were faced either during the development or during the demo?

The frontend landing page is still disconnected from the basic game page. This is expected because both are prototypes in the early stages of development. This means that the game's aesthetic is not consistent throughout the prototype and will need to be incorporated within the next few weeks. We split the frontend, backend, and game mechanics into three teams, so our development will be largely separate until we begin the next phase of integration.

What were the suggestions offered by the TA?

- For login: use passport.js not a database
- Bullets/projectiles: sprite group called bullet that's an array of objects → should be updated frequently
- Collisions: call function that is created with logic behind the act of colliding, update object statuses when this function is called (velocity becomes 0, one car declines in health/stops existing)

Individual contributions by each team member

Zoe Roy: About Us and Game Rules pages
Ziwei Cheng: Home page, register, login, leaderboard, and menu page.
Junyu Chen: Prototype setup (socketio, express, html canvas…)

Sam Harris: Projectile/bullet implementation and shooting mechanics
Aiden Colley: Player and gun movement
Benny Sakiewicz: Create a database for storing user info (username, password, top 50 scores), as well as the top scores by all players.

Architecture Diagram: