Demo.IO

Who: Aiden Colley, Benny Sakiewicz, Junyu Chen, Sam Harris, Ziwei Cheng, Zoe Roy
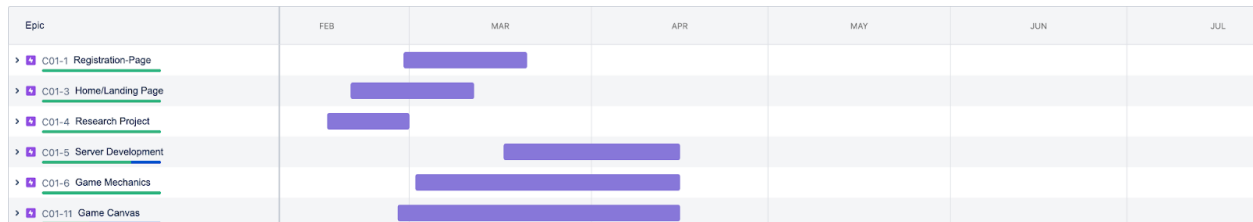
Description: Demo IO is a browser-based video game, where users can sign in and join rooms to play with other users. Upon finding their way to the landing page, the user can register an account which is sent to a database of username and passwords. To log in, the user must use their credentials to sign in and be verified. Once they've logged in, they have the option to log out, create a new game or join an existing one. If they have a room code they can join a game with others, and if not, they're free to create a new one and send their room code to friends. The game itself has a top-down view where user tanks can move about the map and fire projectiles at one another. Each player has their own username around their player tank and a set of five red dots which is the number of lives they currently have. When landing a shot, the opposing player loses a life which removes one of the red dots and makes them closer to elimination. Upon disconnecting, the player's in-game stats are sent to another database that holds all the games ever played by any player. This is used to update the leaderboard tab where anyone can view the username of the user with the highest number of eliminations in a single game.

Project Tracker:
Link:
https://csci-3308-spring21-013-1.atlassian.net/jira/software/projects/C01/boards/1/roadmap
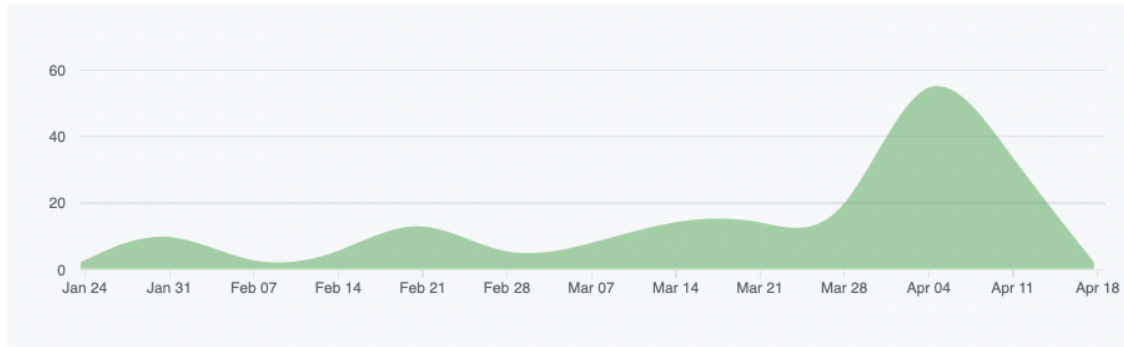Screenshot:

Notes for Project Tracker: Some features were not completed and taken from the final development. They are not marked as done on Jira, but the project itself is completed and deployed in final form.

Contributions:

Jan 24, 2021 – Apr 19, 2021

Contributions: **Commits** ▾

Contributions to master, excluding merge commits and bot accounts

bpsakiewicz #1
74 commits   10,242 ++   5,320 --

Junyu474 #2
62 commits   345,135 ++   335,303 --

ziwei-cheng #3
29 commits   1,164 ++   5,248 --

aidenc01 #4
13 commits   1,082 ++   606 --

zroy33 #5
12 commits   212 ++   34 --

Github commit link:
https://github.com/CSCI-3308-CU-Boulder/3308SP21_section013_1/commits/master

- Zoe Roy: HTML, CSS, Javascript. Features: front-end. specifically the About Us and Game Rules Pages and layout of the leaderboard. Updating Jira Board.
- Ziwei Cheng: technologies: HTML, CSS, JavaScript. Features: front-end design (home page, menu page, login page, register page), register logic, styled website, added health bar to the game
- Junyu Chen:Technologies: HTML, CSS, JS, Socket.io, nodejs, expressjs, postgres. Features: basic project setup, multiplayer socket.io connection, user authentication, background svg image, code optimization.
- Sam Harris: Technologies: Javascript, Node.js, socket.io. Features: Projectile/bullet implementation, shooting mechanics (click to shoot in direction of mouse). Health and eliminations: how many bullets/collisions to lose health and gain health per elimination.
- Aiden Colley: Technologies: Javascript, Node.js, Socket.io. Features: Player and gun movement, colliders and collision detection, wall/obstacle implementation, bullet collision detection.
- Benny Sakiewicz: Technologies: HTML, Javascript, PostgreSQL, Node.js, Express. Features: Login/Register functionality as well as user auth using Heroku Postgres Database. Deployment to Heroku.

Deployment:
https://demo-io.herokuapp.com