MYORPG Status Report 1

2/2/2020

Jonathan Morris, Henry Williams, Clay Surfus, and Nadine Quibell

Summary:

These first two weeks of senior design, we established our work dynamic, defined general roles for each of our team members, and got ahead on the first tasks for our project. We created a base webpage with a node.js server backend, a minimally functioning HTML canvas that supports multiplayer interaction, and file upload support with basic security. We also planned out backlog tasks for the next several weeks of the project, using the general schedule outline we were given.

Individual Contribution:

Jonathan: Worked on refactoring existing server to implement a tutorial-guided multiplayer game. This specifically involved editing the server.js file, and then reviewing changes made by Nadine to make sure the code was functional in both the server.js and the game.js. The majority of my work has been studying the code written by others in the group to understand how exactly it works.

Hours Worked: 6

Total Cumulative Hours: 6

Henry: Worked on refactoring existing server so file uploading could be done. Worked on user.js to help define and categorize user information. Planning for mySQL database in order to track and store the data corresponding to each player. This data is used to keep track of that player's uploaded images as well as their "stats" and other gameplay variables used during the course of the game.

Hours Worked: 6

Total Cumulative Hours: 6

Clay: Wrote server and client side code for files to be uploaded to the server. All files uploaded will be under an uploads directory. Upon successful upload, the user will be given a link to their file on the server. Checks are in place on the server side to verify that the uploaded file size is kept under 1 megabyte. As a result, uploaded files won't occupy an excessive amount of space on the server. Furthermore, the server will check the file type to only allow png, jpeg, jpg, and gif files to be uploaded. This helps prevent unwanted files from being uploaded to the server.

Hours Worked: 7

Total Cumulative Hours: 7

Nadine: Worked on multiplayer code between server and frontend with Jonathan and later reviewed the HTML canvas to correct some operating issues. Edited server.js code for image GET requests. Organized team tasks and roles with input from other team members and team meetings. Coded index.html skeleton.

Hours Worked: 6
Total Cumulative Hours: 6

Pending Issues:

Currently, the project does not have any pending issues.

Plans for Next Sprint:

Out next sprint will be mainly focused on the project backend. We will be setting up our mySQL server, creating tables for the basic objects of the game, and setting up communication to and from the front end. We will set up a main menu for the game, from which users can log in and create new user accounts. On the organizational side, we will be setting up our documentation wikis on the website provided by ISU.