

## **MYORPG Status Report 2**

2/16/2020

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### **Summary:**

Over the course of these last two weeks of project sprints, we have setup the project's MySQL database and login page, created our first database objects in the form of the player object, and began writing the node.js connection and queries that connect the database to our users' frontend. A sizable chunk of the architecture for the rest of the project has been laid, particularly so for the backend. Documentation, in the form of a reference wiki and the group website, has been setup and made up-to-date.

### **Individual Contribution:**

Jonathan: Worked on documenting and recording the function of current group code via a wiki constructed on Gitlab. When up to date, the wiki will provide any group members the ability to easily locate and read through documentation on files in the project.

Hours Worked: 8

Total Cumulative Hours: 14

Henry:

Hours Worked: 8

Total Cumulative Hours: 14

Worked on login/signup for front page to access game page and account management. Worked on user object backend to validate login and account management.

Clay: Worked on building a html form for users to enter their information so they can have an account. Once users click submit their information is saved into the database.

Hours Worked: 8

Total Cumulative Hours: 15

Nadine: Worked mainly on frontend, creating the new index.html and placing the game webpage on game.html. Worked with Henry to setup the login form on the front page. Wrote the form end of the node.js file login.js that allows for player login and redirection to the game.html page.

Hours Worked: 8

Total Cumulative Hours: 14

### **Pending Issues:**

The current pending issues for the project are setting up the sign-up query to create new player objects in the database that can then be logged into without manual intervention. This will be solved by adding an insert query to the queries. Login needs fillable forms.

**Plans for Next Sprint:**

Player object set up and associated with images on database. Images would be uploaded to the database and associated with a user. Account will be able to manage images associated with it. For now this will come in the form of hardcoded player sprites from images uploaded by players. Chat will also be worked on, so anyone connected via multiplayer can chat. The camera will be set to follow the character sprite rather than being locked in place.

**Team Website:**

<http://sddec20-24.sd.ece.iastate.edu/>