

EE / CprE / SE 492 – sdmay21- 08

CowChips4Charity

Week 3 Report

Feb 22nd-May 1st

Client: Boo Radley Foundation

Faculty Advisor: Lotfi Ben Othmane

Team Members:

Xander Apponi - Fullstack and Test

Swechha Ghimire - Backend

Jared Schuckman - Google Analytics / Fullstack

Helen Woldesenbet - Fullstack

Clint Lamar - Animation

Chloe Sabado - Frontend + UI

Jacob Liebman - Animation

Past Week Accomplishments

Animation:

- Cow Animation Updates and Smoothing (Jake)
- Determine current player for the billboard (Clint)
- Display correct winning tile (Clint)

Admin Panel:

- Made revisions on Donation Dashboard Admin pull request (Jared)

Google Analytics:

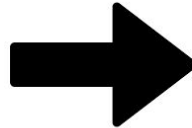
Frontend:

- Added functionality to game list + countdown. Now the frontend displays the game name, organization it belongs to and the endtime for the countdown. (Swechha)
- Pre-Login UI is modernized and was demoed
- Home UI is modernized and was demoed
- Completed updating play screen UI and was demoed

Play Cow Patty Bingo to Fight Cancer!



Donate	About
Login	Register



Cow Chips 4 Charity

Login

Register

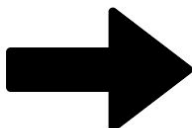
About

Donate with PayPal

About

The Boo Radley Foundation supports cancer research in dogs which also benefits human cancer research. Donations are used to support clinical trials, individual cases of dog cancer victims, and other organizations that forward the understanding and treatment of canine cancer.

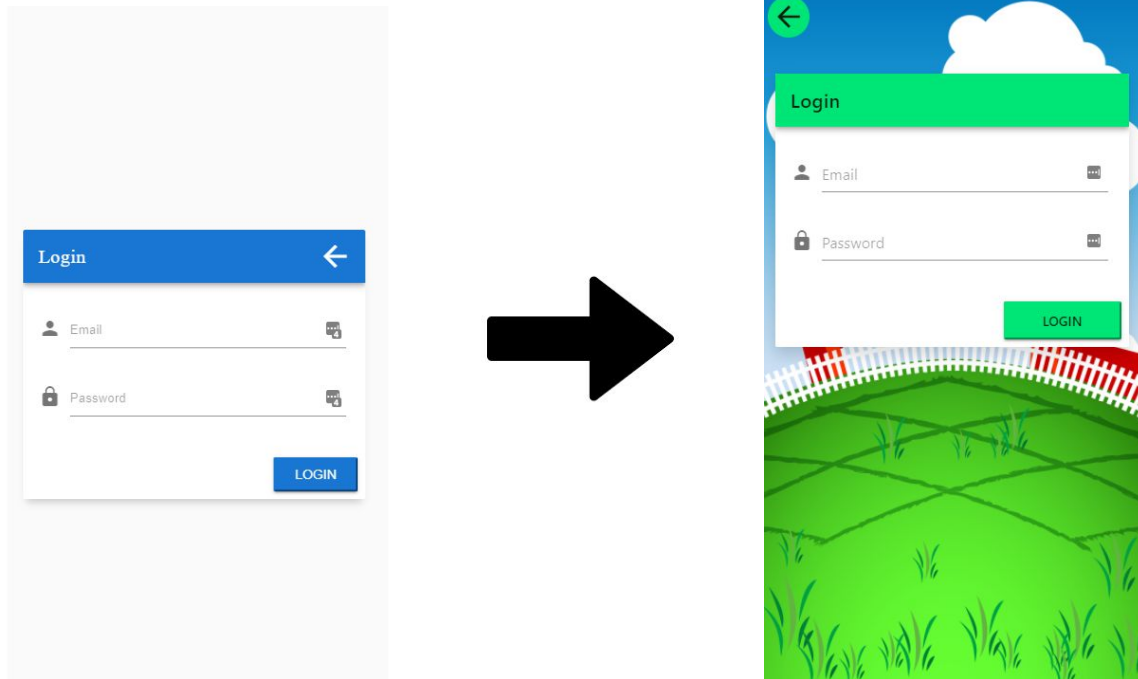
The Boo Radley Foundation is a first of its kind 501 (c)(3) not-for-profit corporation established to promote medical research for diseases that are common to humans and our companion animals. Unfortunately, our companion animals develop and die from many of the same diseases that afflict humans. These diseases include numerous forms of cancer, muscular dystrophy, cystic fibrosis, influenza, metabolic storage diseases, such as lysosomal storage disorders, and many, many others. Scientists have discovered that many of these diseases respond to treatment in animals in the same way that these diseases respond to treatment in humans. Because these diseases spontaneously occur in companion animals in the same manner that they occur in humans, studying and treating the diseases in a companion animal offers researchers a faster and more reliable path to new treatments for humans than the traditional murine (mouse) model where diseases are "cultivated" in mice. Studying and treating these diseases in companion animals as a way to find new treatments for humans is referred to as translational or comparative medicine and is a part of the One Health and One Medicine philosophies of medicine.



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Learn more at booradleyfoundation.org



^ This is just a sample of all the pages that were updated with a new theme.

Testing:

- Tested Play Thanks for Playing Screen (Jared)

Backend:

- Changed backend response object to return time entity (Swechha)

CI/CD:

Project Management:

Miscellaneous:

- Demoed parts of our project that are finished to our project managers and client.
- Created Demo videos (Jared)

Pending Issues

- Handle “email already exists” case when registering.
- Add “Forgot password” functionality.
- Add support for multiple timezones.

Team Member	Contribution	Weekly Hours
Swechha Ghimire	Worked on frontend functionality for games list + countdown.	5
Jared Schuckman	Tested Play Thanks for Playing Screen . Made revisions to DonationDashboardAdmin . Created Demo videos for Admin Panel, and Play Thanks For Playing Screen.	10
Jake Liebman	Animation Bug Fixes and Time Adjustments on Length of features	4
Xander Apponi	Implemented new design into the more screens across the front-end. forced emails toLowerCase() for on server side validation.	8
Clint Lamar	Further updated animation communication with the backend, now allowing the user and winning tile to be determined during play	8
Chloe Sabado	Finished modernizing Play screen with rest of ui	5
Helen Woldesenbet	Worked on frontend login errors and Admin panel front delete user issues	7

Plan For Next Week

Frontend:

- [Add countdown that is decrementing with the endtime given.](#)
- [Add more cards to the game list with corresponding information for the user.](#)
- Update the entire front end with new img asset theme
- Merge [Play Thanks For Playing](#) and [DonationDashboard](#) to Master
- [Game Displayed Winning Tiles/Ended](#), work on redirecting users
- [“Donate or play another game?” Page](#)
- [Work on adding game selection to play screen](#)

Animation:

- [Continue Development of Camera Path for Animation](#)
- Remove Unity Mobile warning
- Make routing to ‘thanks for playing’ screen