

**EE / CprE / SE 492 – sdmay21- 08**  
**CowChips4Charity**  
**Week 6 Report**  
**March 29th-April 14th**  
**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: Tech - Unity

- Adding Documentation (Quickstart Guide, Table of Contents, Unity Guide)
- Fixed noticed bugs (animation refreshing, scoreboard scroll variation)

Admin Panel: N/A

Google Analytics: N/A

Frontend: Tech - Vue.js

- Fixed some UI bugs and formatting to be mobile friendly
- Fixed minor layout issues for games list
- Fixed date time format for countdown
- Fixed layers of home page
- Fixed tiles of play screen
- Fixed format of dollars on play screen
- Fixed pay button alignment
- Added forgot password and reset password pages

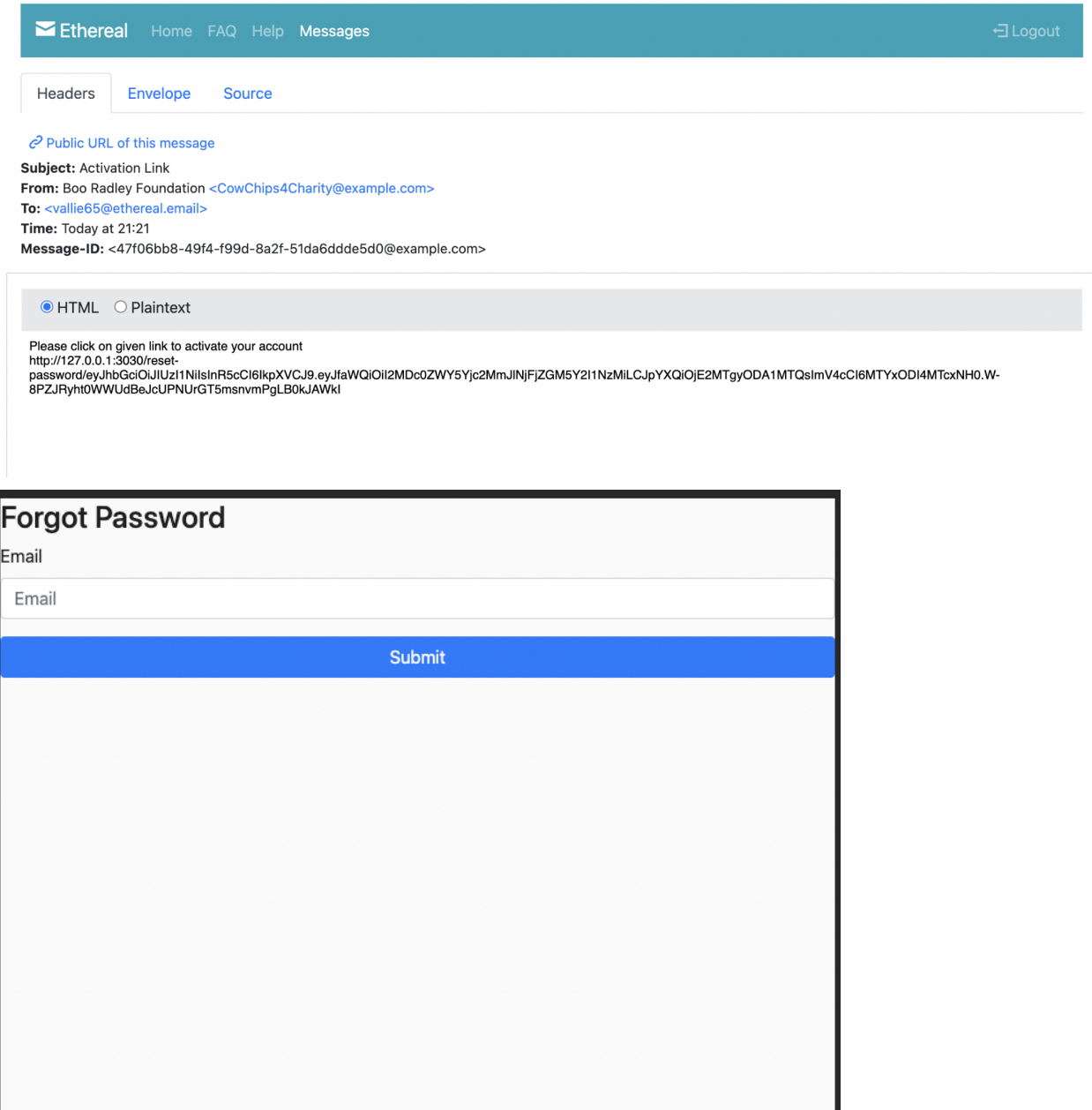
Testing:

- Started beta testing with just our group and client
- Created google form for beta testers to get feedback/ bug reports

Backend:

- Hooked the UI to the backend for the forgot password page
- Hooked the UI to the backend for the forgot password page

- Users can now reset their passwords using a link and a token
- Tested using an email service and node mailer Ethereal



CI/CD: N/A

Project Management: N/A

Miscellaneous:

- Created documentation for how to create game, play, etc.
- Created games that run from 00:01 CST to 24:00 CST each day

## Pending Issues

- Need to incorporate feedback from beta testing into the application.

Team Member	Contribution	Weekly Hours
Swechha Ghimire	Fixing minor layout issue and date time format.	3
Jared Schuckman	Created <a href="#">documentation</a> for how to create game, play, etc. Created games that run from 00:01 CST to 24:00 CST each day. Fixed format of dollars on play screen. Fixed pay button alignment.	10
Jake Liebman	Documentation for how animation works and how to iterate on it	8
Xander Apponi	UI Bug fixes. Test Script creation for beta testing.	5
Clint Lamar	Added Quickstart and Table of Contents. Worked on fixing bugs in the animation implementation.	9
Chloe Sabado	Fixed tiles of play screen, updated the countdown widget, fixed homepage layers, did some extra minor UI fixes	8
Helen Woldesenbet	Hooked the UI to the backend for both the reset password and forgot password feature and testing used ethereal and nodemailer to check if a link is	10

	generated with the appropriate token	
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## Plan For Next Week

### Frontend:

- Continue making small UI changes and date time changes.
- Continue making requested frontend changes from beta testing.
- Planning on sending out Beta test information to class
- Complete a test script for beta testers to follow
- Clean up UI for for reset and forgot password feature

### Animation:

- Continue working on documentation
- Fix bugs as Beta Testers submit the reports

### Admin:

- Change donation value to display as dollars

### Backend: N/A

### Miscellaneous:

- Continue working on documentation for admin panel and analytics
- Finish Test scripts for beta testing.

### CI/CD: N/A