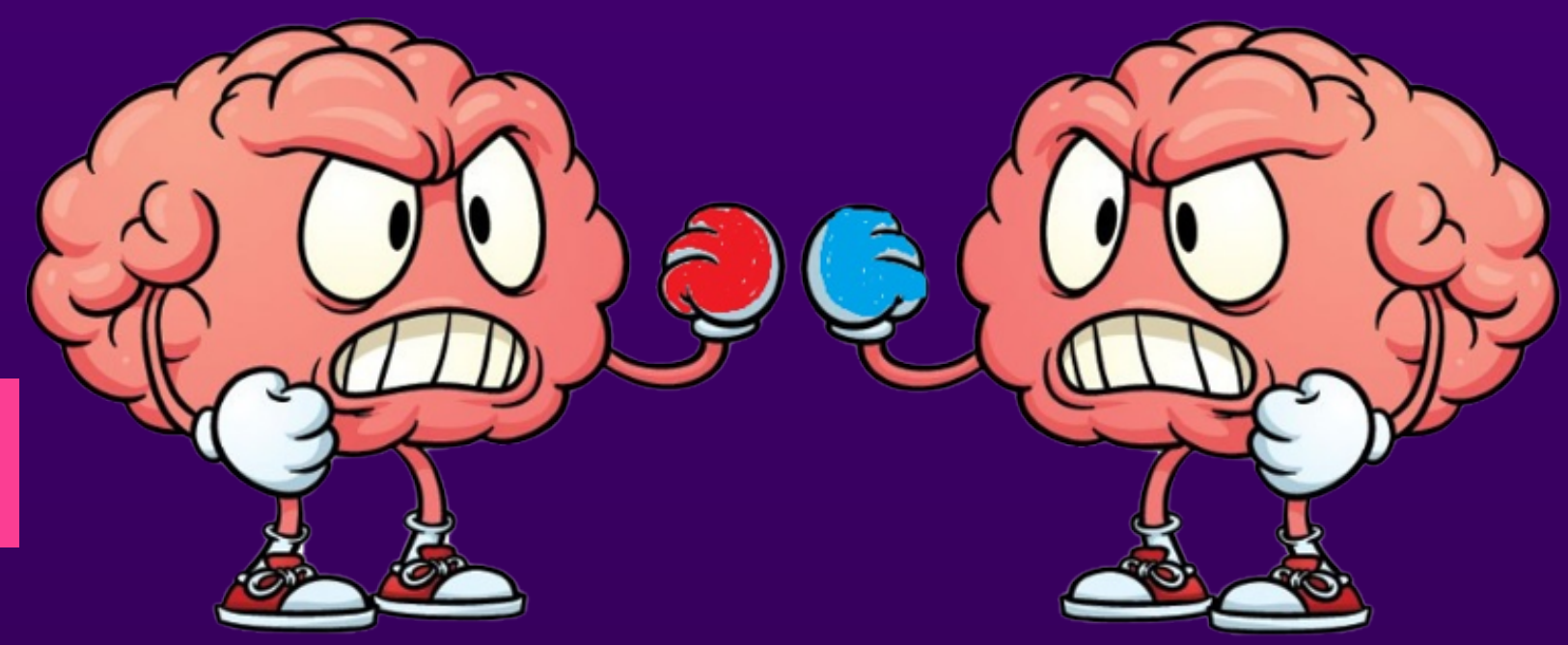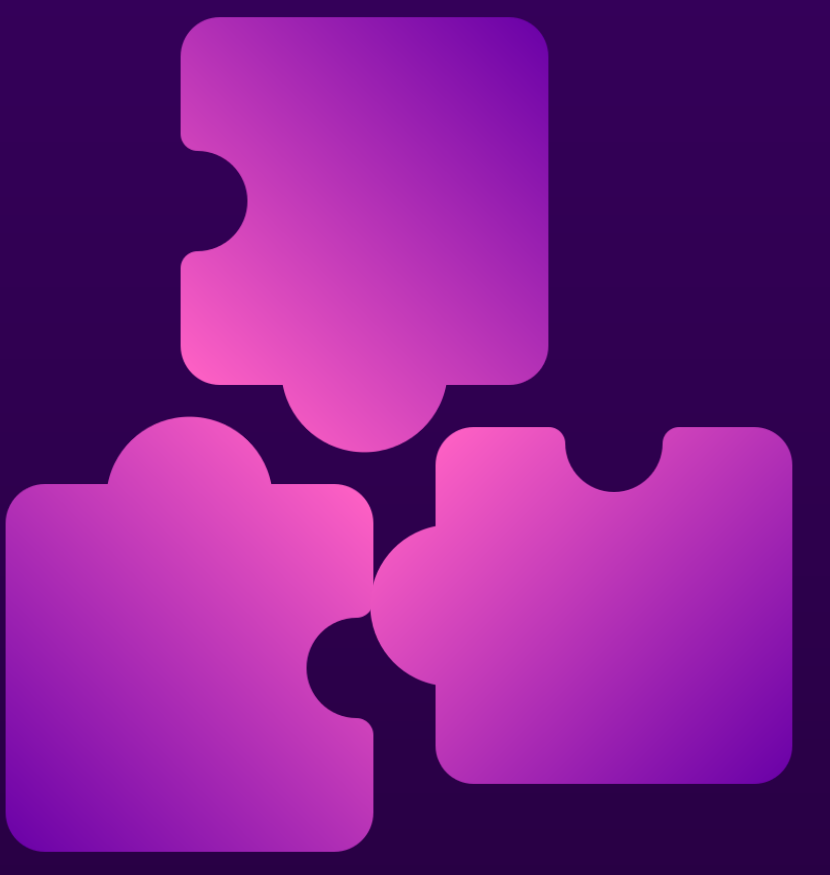# !Brain Battles!

## Brain Battles

The aim of this project was to deliver a trivia game to users of all ages. With and fun and exciting art, retro theme, and challenging trivia questions we hope your brain can withstand the battle to come!

Our Senior Development Team applied concepts and practices gained during our time here at MSU DENVER!

## User Experience

Fun and modern art sourced through open source online artist

Simple and Easy to understand arcade style game navigation!

## Unit Testing

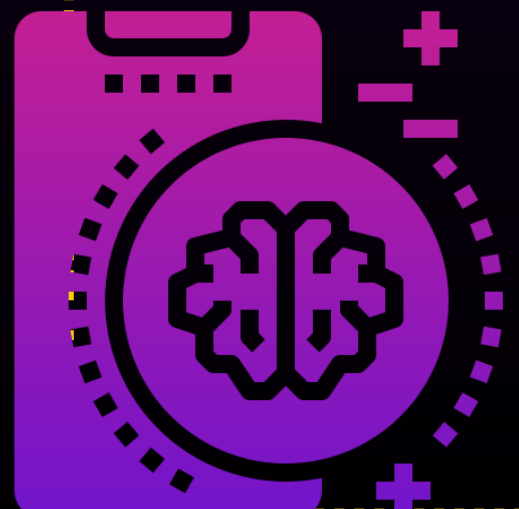85% Python Coverage

Unique Lobby code

API Calls

Save Player Data

Connection to Lobby

## Future Work

If possible the Team is still eager to revisit this project and implement support for Multiplayer as we originally intended however as of now we recognize that we are too inexperienced with the current tech stack to make anything we'd be satisfied with
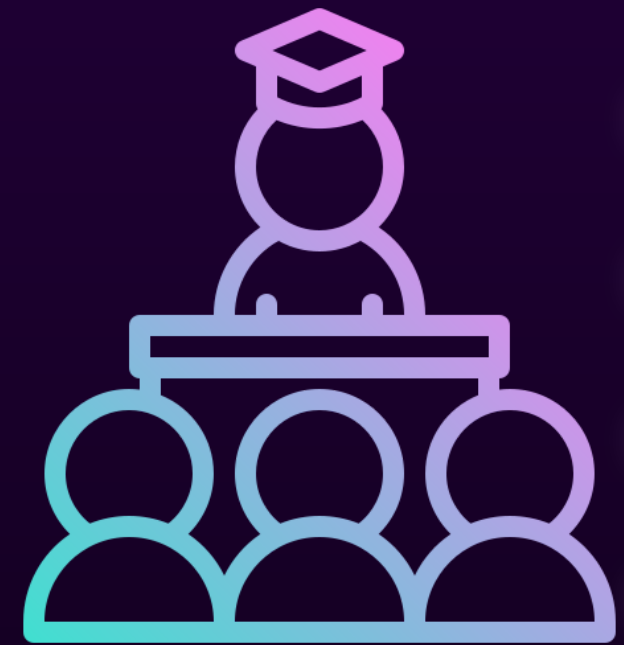
## Retrospective

One feature the team was unable to finish during the semester was Multiplayer Support.

Over eagerness to begin coding the project lead to poor planning of the project. As a result Front-end features were developed in Raw HTML and CSS

Ultimately the scope of the project became to advance to backtrack and implement multiplayer functionality

## Overall

We are content with what we were able to produce during the span of this semester. We learned valuable skills in Database Management, Web Dev, and Agile Teamwork!

However there are feelings of incompleteness as we were not fully able to implement multiplayer and dynamic view of mobile devices

## Special Thanks To Professors who prepared us for this project

- Dr.Beaty For Web App Dev
- Jody Paul - SW Dev Tools
- Dr.Dan - SW Dev Tools/ Senior Exp
- Dr.Geinitz - CS 2
- Prof Mota - Database
- Dr.Zhu - Networks

## Brains Behind Brains

Noah Fullerton
Ling Thang
John Adrover
Colin Louis
Ali Taha