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Gifservices mark III

Introduction

Gifservises mark II is a service where images can be uploaded. For the upload to happen you need to know my phones pin-code. Then we have a irc script that you can use to get the link to the image/gif you want and get it posted to the irc conversation.

Gifservises mark III

Since developing the mark II version of the service there has been a lot of talk about upgrading it to the next level. And thats pretty much that what I was planning to do during the code camp.

Main new features would be these:

- User login and registration -> no more my pin-code
- Way to upload images from url
- Better way of indexing images
- Gamification aspects
 - Gain points
 - Show points from other games
- Act as a user profile
 - Show points and achievements from different games for the same username
 - Show all achievements you have in gamecloud

Technologies

As the gifservises mark III runs in the internet I chose HTML5, javascript and PHP to be the main tools for the job. Of course there was other frameworks used, such as jQuery and Medoo.

Medoo proved to be a very robust and simple PHP framework for handling database connections and traffic.

Otherwise the application is pretty much pure, no fancy stuff just plain internet development.

Way of creation

Since I was the only member in the group I had to plan my work with quite care. It was obvious that I'm not able to do everything I want or what I have even planned.

I started with the main things, as user registration and login. Once I got these two bad boys to work near perfectly I moved on. Next was the image upload from your own computer. I had already earlier made this, so this was not a big deal. Small tweaks here and there.

Next big thing was the url upload. I thought that this will take most time of all things to do. But I was wrong. This was pretty simple and straightforward feature to implement.

At this point I had a chance to start thinking about the game cloud and what to do with it. I started with ease and created one achievement to the cloud. From this point all was just pure pain.

It was a huge pain in the ass to get the connection working with the game cloud. When this was done I found, with help of Janne Parkkila, that my JSON-package some what faulty. But it was JSON so at this point no one had any kind of idea what was wrong. Even gamecloud gave an error that pretty much said that everything has gone to shit.

By banging the head to the wall and with the help of black magic I was able to get the game cloud working. Now you was able to gain achievements by uploading stuff to the service.

Better ways to do

Afterwards thinking it would have been sufficient to use some sort of framework to handle the user login, registration and such. This small time save from not doing these things by hand would have meant a lot at the end, where I was struggling with the game cloud. Or then I should have stayed at home.

Game cloud

I thought that I could just ask the game cloud for all my achievements. But after consulting Parkkila again, I was made clear that this is impossible.

So I only show achievements from notPr0n and onTheRun games.

Game cloud was on big pain in the ass. JSON that is in the right format but it isn't. Hashes there and here. I see the potential of it, but like this it's just too painful to use. Obviously I don't know how it worked with the real games, but in this game like user login dingel it is not going to work.

It would have been nice to know this cool fact about no user profiles in game cloud before I started.

Ideas for developing game cloud:

- JSON handler, create a handler that can take few different kinds of JSON-packages in
- Methods to get all achievements and stuff for one username, the username you are using
- Hash here and hash there, why so many hashes for one achievement. Maybe just one?
- Way to debug the traffic to the game cloud and out. Now i needed to have Parkkila beside me when debugging and still got just stupid errors that said nothing.
- Bind username to email or such, create simple generic user profile for came cloud

Conclusion

Came cloud is promising system, it can become something when it grows bigger.

Code camp overall:

Well at first I didn't know shit about came cloud, since no one told anything about it.

I don't want to do be alone in a group anymore. I just had too much to do.

People were spread to wide. I think that the idea was to use things from others games. Some did this, some did not. I did just achievement counting, what I was able to do with the hashes posted to the wiki page.

My overall feelings about the code camp are a bit sad and depressed. I made my best, but still got nothing actually working as I wanted. Game cloud made fun of me and there was just too little co-operation between groups. The groups were formed before the start of the code camp and Timo chose me to not participate in a group, this was not nice.

Sorry for the not so long post, but heres a potato.

