

# MAGE Platform

Team B2



## Peter B

<https://mage.peterbucci.com>

## Repositories:

<https://github.com/B2MAGE/mage-backend>

<https://github.com/B2MAGE/mage-frontend>

## Artifacts:

<https://github.com/orgs/B2MAGE/projects/1> (currently private)

<https://github.com/B2MAGE/mage-backend/tree/main/docs>

<https://github.com/B2MAGE/mage-frontend/tree/main/docs>

## Keypoints:

- Scrum leader and full-stack contributor for the MAGE Platform.
- Set up the team GitHub repos and Google project pages.
- Help plan sprints and maintain the backlog.

## Frontend:

- Integrated the MAGE player into the frontend
- Built and refined the scene editor experience

## Backend:

- Built the backend foundation
- Implemented auth and user infrastructure

The screenshot displays the MAGE platform interface. At the top, the 'mage' logo is visible on the left, and 'Create PE' is on the right. The main content area features a 3D scene titled 'Aurora Drift' with a purple and blue object in a wireframe environment. Below the scene, there is a video player showing 'Track 1/1: Gorillaz - Feel Good Inc. - Gorillaz.mp3' with a progress bar and 'ADD', '←', and '→' buttons. To the right of the scene, there is a 'Playlist' section with '1 track' and a track 'Gorillaz - Feel Good Inc. - Gori...' with a duration of '4:15'. Below the playlist, there are buttons for 'All', 'From Peter', and 'Chill'. A message states 'No related scenes from Peter or this scene's tags yet.' Below the scene, the user profile for 'Peter' is shown with '1.76K subscribers' and a 'Subscribe' button. There are also buttons for '+ 0', '+ 0', 'Share', and 'Save 0'. At the bottom, it shows '1 view' published on 'May 5, 2026' with the description 'A very cool scene' and a 'Show' dropdown menu.

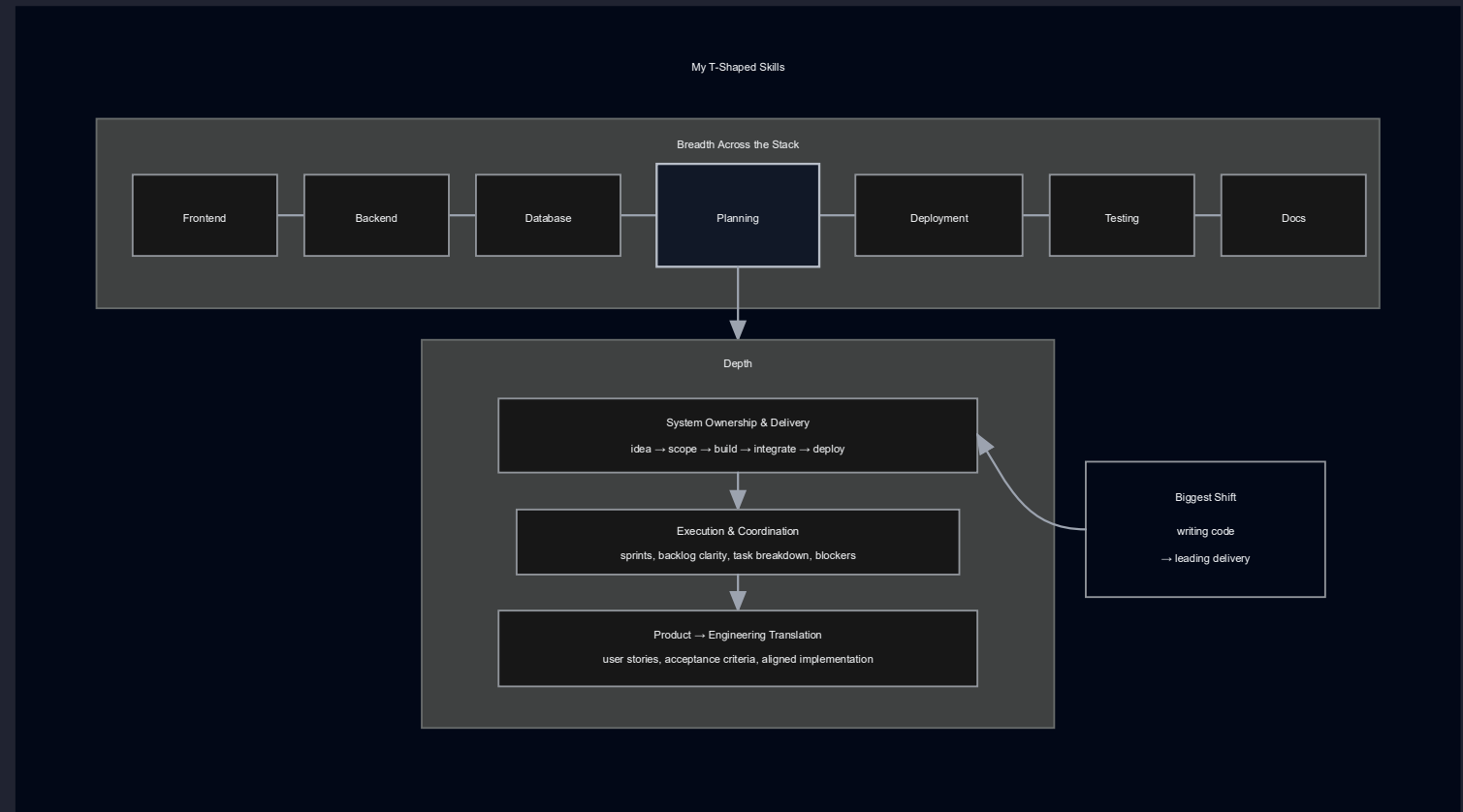
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## Evolution:

- Started as a full-stack contributor building features
- Grew into owning end-to-end systems and workflows
- Took on leadership in planning and execution (stories, sprints, coordination)
- Finished by owning delivery and production readiness



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## Reflection & Next Step:

- My biggest contribution was project coordination. This included organizing repos, issues, sprint plans, user stories, acceptance criteria, and delivering working features.
- My technical work spanned the entire platform: authentication, scene creation/editing, discovery, player integration, theming, comments, engagement, and overall architecture cleanup.
- Over the course of the project, I grew from mostly implementing features into someone who can plan work, structure systems, and keep a team moving forward.
- **Next steps:** support client acceptance testing, clean up or triage remaining issues, fix final defects quickly, and continue improving maintainability and deployment polish.

## Research Paper:

/home/peter/CS410/2630.pdf

The screenshot displays the 'Create Scene' interface in the MAGE platform. At the top, the 'mage' logo and 'Create PE' button are visible. The main heading is 'Create Scene', followed by the instruction 'Build a scene with curated controls and effect shaping.' Below this is a progress bar with seven steps: Details, Scene, Camera, Motion, Effects, Pass Order, and Confirm. The 'Scene' step is currently selected and highlighted. Under the 'Scene' section, users are prompted to 'Choose the visual style, background environment, and overall size of the scene.' There are two main sections: 'Shader' and 'Custom Shader'. The 'Shader' section includes a dropdown menu with 'Verdant Frames' selected, and a list of other options: Prism Core, Steel Lattice, Aqua Static, Verdant Frames, Crimson Reactor, Alloy Capsule, Redline Core, Violet Matrix, Mint Halo, Ember Grid (highlighted), Emerald Ring, Spectrum Relay, and Chroma Storm. The 'Custom Shader' section has a text area with the following code:

```
setMaxIterations(71);
setStepSize(0.4414923770441956);

let size = input();
let pointerDown = input();
time *= .1;
```

On the right side, there is a 'PREVIEW Live Preview' window showing a green and black abstract pattern. At the bottom, there are three buttons: 'Back', 'Next', and 'Create scene'. A 'SECTION' indicator at the bottom left shows 'Scene' and '2 of 7'.