Stellar Game Documentation

The plugin is responsible for creating the database table while activation and register the API routes and notify the websocket when saving data in the database.

- The plugin folder called stellar-game.
- The RESTAPI used only for (retrieving, saving) the data to the database and send notification to the websocket for real-time update.
- database table:
  leaderboard(name, time, totalSeconds).
- The route URL for both methods(GET, POST):
  http://the-site-name/wp-json/stellar/v1/leaderboard
- the two methods have been tested via postman before applying on the frontend.
- Fetch the (GET) route using javascript in leaderboard.html file to retrieve the all users and their data.
- Fetch the (POST) route in the game.js file in the saveTime() method to save the user data in the database instade of the localstorage.

Set up the websocket and start the game

First you have 3 compressed directories attached in the mail:

1. Extract the "ratchet-websocket.rar"
2. Make sure that php is installed
3. Open the cmd and change directory to the extracted directory and type "php server.php". this command is running the websocket server and it's ready for any notify cation.
4. Make sure that the composer is installed(php packages manager).
5. Then open the cmd and change directory to the root directory of any wordpress wepsite and type "composer require textalk/websocket".
6. Extract the plugin "stellar-game.rar" inside the plugins directory then activate it.
7. Now extract the third directory"Maze Game.rar" and open the game and play it to test the server functions.
8. If you need to test the websocket you need to open the leaderboard page on other browser so If any data added into the leaderboard it will be added directly in of any leaderboard pages(other browsers or pcs if it's online) without refreshing the page.