Play More Games Archives

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Git :

Repository

Pages

Deliverable 1 – Project Plan + Wireframes

Project Description

This is Play Many Games Archive (PMG Archive), a website where you can play a selection of minigames where you can get scores and unlock achievements. These can be saved onto your account. Under each minigame there is a comment section where you can talk to other people about the game. You can see your progress and high scores for each game in your dashboard and show it on your profile. Your profile will have your name, custom description and picture with a small area for your displayed games.

Examples of similar websites: itch.io and kongregate.

Implementation tasks

Here are some implementation tasks, they are not in any specific order, but some are interconnected:

- Build the game browser page
- Create games using Godot
- Add games to the browser
- Build reusable game page
- Add comment system
- Implement Games via iframes
- Build the login/sign-up system
- Build the dashboard and profile pages
- Add the scoring system and achievement
- Build the displayed games on your profile

Wireframes

The wireframe is built in Figma and the link follows here : Figma Link. The wireframe is not the final version of the product, and it might encounter changes in the future during the writing process of the HTML and CSS, but it gives you a good enough idea for the time being.

Deliverable 2 – HTML + CSS

Look and feel

- ### Color Palette

I went for something that was dark and simple, most of the colors don't differ from each other all being different shades from each other.

- ### Images go well with the colors

The images are cover art for the game, so there isn't much control on that, but because of the simple color palette, it shouldn't be too bad.

- ### Layout and text are clear

I tried making the layout as comprehensive as possible, where the top is usually the navbar, the bottom the footer and everything in between the actual focal point of that page. Most of my pages only have one thing to pay attention towards.

- ### User Control are accessible and easy to use

Yes, you can find user control both at the bottom and at the top of your screen.

Layout Implementation

Transitions between pages happen very quickly.

Deliverable 3 – Code + Project Report

Cookies – Current Game

I used cookies to take note which game the user wants to display. So, when in the games menu and the user clicks one of the games, it will save the ID in a cookie information to be used and load the game in the gameplayer.html.

Local Storage – Accounts

I am using local storage to keep track of all the users as a whole and the current user that is logged in. When signing up, if your information is valid, it will add you to a JSON array. Furthermore, when signing in, if your information is valid, it will check the local storage users to see if it exists and if validated adds your user to the loggedIn key.

Dom Manipulation – Creating games, dashboards and account pages

Dom manipulation is used when loading all the games on the home page, loading all the dashboard stats on the dashboard and loading the account page's information about yourself.

Ajax – Sad story

I originally started using AJAX to get all the "data comments" so that I could display it, but for some reason it kept giving me errors. I could not find it after looking at the internet for a solution and even asking ChatGPT. So instead of using AJAX I used fetch() function.

Interface Component – jQuery

I used some jQuery when loading the dashboard pages (although it didn't work properly)

JSON – All Games

I used local JSON files to keep track of all the games. I fetch this Json then read and process it to turn it into the game's menu.

Iframe – Game

Iframes are used to load the game that was made on Godot and exported into a html project.

Project Plan – Before and After

I initially went in with way more intentions of creating a full-on application, although I realized towards the end that some of my plans encountered sever limitations of what you can do without a backend.

Take for example profiles: Unless you have a way to communicate with a database or any other way of storing data, you cannot keep track of data permanently from anywhere. Sure, you can use localStorage but that has the limitation of being local.

Problems encountered – AIIIIIIAIIIII

For some weird reasons trying to upload ur website to github while great on paper causes some issues. For example paths get weird, to where relative local paths were fine, but then I had to switch to different paths what would link to the github so that pictures would display.

Another big source of issues is that the games once fully loaded would give out errors, I could not fix this issue but thankfully it didn't bother the gameplay or anything.

Furthermore, Ajax wouldn't want to work in the slightest, and I could not find a way to fix it unfortunately.

Future Plans – What comes next

Well naturally this project is very unfinished, due to time constraints and being busy but here is what I would work on If I were to continue using it as my own project:

- Showing all the games, I've made and link the resources if I can so that people can use them to learn how make games themselves. I've already kind of done that by posting only the games I've worked on so far.
- Properly implement the dashboard and account feature, as well as the achievement and gameplay statistics. Those are features that I did not get to complete.
- If I do want to continue with this project for later usage, I am thinking about buying my own domain and private server online so that I would have more control over the website and access to more features.;

Thanks for teaching us this semester

I want to thank you for being such a good teacher to us, even if we are more of a hassle than anything. Sorry for not really completing this project. I was extremely lazy lmao. I'm kind of disappointed, but I still had fun and learned more about coding in my own ways.

Anyway have a good day and a merry Christmas

PS: I am pulling out all the guns to squeeze out even an extra point lmao