

The plan for my website meant to be a
game browser and player, Play Many
Games Archive

Project Plan

PMG Archives

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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](https://kongregate.com).

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.

Git

This is the link of the git repository and git pages.

[git repository](#)

[git pages](#)