Play More Games Archives

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**Git :**

[**Repository**](https://github.com/4lex16/InternetProgProject)

[**Pages**](https://4lex16.github.io/InternetProgProject/)

**Internet Programming**  
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# 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](https://itch.io/) and [kongregate](https://www.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](https://www.figma.com/design/9g7FZoIPjtGda8y4Es6tYw/InternetProgrammingProject?node-id=0-1&t=P1ZWD4y8aXvjOtsI-1). 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

## Layout Implementation

# 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 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 – Adding Comments

When viewing a game, you can scroll down and see comments

## 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 – Using Ink

I decided not to use jQuery but to use INK which allows you to create interactive pages without having to write JavaScript directly. I am using this to create the drop-down menu once loggedIn.

## 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

# Future Plans – What comes next