Full Review of 2DDriftGame Progress

18th(Mar)-19th(Mar)

"----LEFT TO DO----
> crashing nullifies score and implement no-drift after crash for exclusion time
> timer for map"

All things from this list have been completed since.

20th(Mar)-23rd(Mar)

"----LEFT TO DO----
> Maybe add "Best Lap Time" timer somewhere
> Sound FX like car revs, drift, start horn, race finish sfx, menu button press
> More maps to quality of "Sandy Slalom" as that's only really playable map atm

> Bug Fixes: (No lap_count slider showing on map choice menu in build,
Total combo time was greater than the total lap time when racing in build,
Fastest Lap counter displays 00:00:00)"

Still only 1 map at playable quality(Sandy Slalom). Still need to add sound FX
All bugs listed have been fixed.

25th(Mar)-27th(Mar)

"---ACHIEVED---
> Learnt about ASP .NET Core 8 framework.
> Created simple test app with sign-in and "movie categories" model to get more familiar with MVC

----LEFT TO DO----
> Set up MVC web application to handle highscores and login/user creation.

As this is the last thing to do before polishing the game I see no way to move on without this being done.
I will continue with this until the end of the month or until finished and will then move onto the polishing."

Have now finished setting up the MVC web app, minus some Q.O.L changes.
It is linked with an SQL database that stores user data and highscore data

28th(Mar)-2nd(Apr)

“---ACHIEVED---
> Set up MVC web application to handle highscores and login/user creation with SQL server

> Created test application to login from c# httpClient and request highscores.
> Implemented parsing of highscores page into highscores objects.
> Refactoring to make it more easily portable to unity.

----LEFT TO DO----
> Post to highscores from test application to highscores page
> Create Login UI from unity game to sign into the website through httpClient
> Create highscores UI in the game to display at the end of the run.
> Handle posting of Highscores to webApp from the UNity game if the current highscore is better than the previous highscore
> Create Login UI from unity game to sign into the website through httpClient

> Bug Fixes: (NONE)

> QOL update options:
(
 Handle email verification properly,
 Highscores sorting,
 highscores page should only show top 200 highscores,
 highscores page have different views for maps IE.(/Highscores/SandySlalom) would show sandy slalom highscores only
)”

This is the stage I am currently at. Progress towards this section of the project has felt very slow. There where and still are lots of areas that I don’t fully understand.
The main issues has been logging in via the httpClient. This Is because the default login mage created with MVC ASP.NET CORE 8 is hidden by default and needs to be scaffolded. Once scaffolded it still has no controller and has instead OnAyncPost and OnAsyncGet methods. The login model doesn’t tell you that there is a 4th Keypair required with the name “__RequestVerificationToken” which needs to be read form the login page and included in the login attempt if the login is to be successful.
Using the Firefox dev tools I was able to see the POST request when logging in through browser and use that to determine what was missing.
Now this is done I hope to be able to quickly complete the highscores UI and posting from the game.

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