BONUS

Summary

- Power 4 web-gamify
- Power 4 web-level
- Power 4 web-inverse

Power 4 web-gamify

Objectives

You must follow the same principle as the main subject.

Power 4 web-gamify consists in making your interface more game oriented and more mechanics into the game.

You can implement other routes to help you have other interfaces representing the state of your game. For example:

- A startup page asking for both username and a button start
- A losing or/and winning screen
- A button somewhere to allow a rematch between both users

Those are only examples, you are free to implement any features you like that can make the project look better and feel like a real game.

Instructions

- Only the standard go packages are allowed
- HTTP server must be written in Go.
- HTML templates must be in project root directory templates.
- The code must respect the good practices.

Power 4 web-level

Objectives

You must follow the same principle as the main subject.

Power 4 web-level consists of making your game more complete and creating various parties.

This consists in adding difficulties to your website. You need to implement a dedicated page at the start of your game that allows players to choose between the following difficulties:

- Easy 6x7 grid: 3 blocks full
- Normal 6x9 grid: 5 blocks full
- Hard 7x8 grid: 7 blocks full

Those are only examples, you are free to implement any features you like that can make the project look better and feel like a real game.

Instructions

- Only the standard go packages are allowed
- HTTP server must be written in Go.
- HTML templates must be in project root directory templates.
- The code must respect the good practices.

Power 4 web-inverse

Objectives

You must follow the same principle as the main subject.

Power 4 web-inverse consists in making your interface more game oriented and more mechanics into the game.

During a classic game your pieces fall from top to bottom. Now we want to add every 5 turn a gravity change and make the pieces fall from bot to top.

To be clear and make this understandable, you have to add a color change of the board and a design that indicates whether this is normal gravity or inverse.

Instructions

- Only the standard go packages are allowed
- HTTP server must be written in Go.
- HTML templates must be in project root directory templates.
- The code must respect the good practices.