Pixel War

Customer specifications

Table: 100 by 100 pixels

One player per ID

Team territory fight, on the Internet

Possible pose 1 pixel every 15 seconds

Skills

- Creation of a clean interface, easy to use
- Server-machine interactions
- Optimization of server requests, for a seamless experience

Game page, with fields required to play

Tools

- HTML, CSS (website's look)
- JavaScript (server exchanges)
- VSCode (code writing)