Week 1 Date 8/2/25

To explore the pre-requisites of the project

1. This week, we explored the pre-requisites for our project, such as the programming languages we need to learn and the necessary software installations.
2. We found that having knowledge of web development, including HTML, CSS, and JavaScript, is essential. For software, we researched ways to ensure smooth collaboration among team members.
3. We found that using VS Code integrated with GitHub is a good choice, but for now, we decided that updating the code on Google Drive is a simpler option.
4. For next week, our target is to learn the basics of web development and create a basic webpage for our project.

Week 2 Date 15/2/25

Creating the Homepage for the Games

1. This week, we worked on designing and developing the homepage using html css javascript for our game collection, titled PlayForge.
2. The homepage features a bold title and navigation buttons to access different games.
3. We ensured a clean and engaging design with a fun purple gradient background.
4. Navigation was set up using buttons that dynamically load game content on the same webpage using javascript.
5. For next week, our target is to create Tic Tac Toe game logic and refine it well.

Week 3 Date 1/2/25

Creating the first game tic tac toe

1. This week was about adding our first game tic tac toe.
2. It was easy to implement with basic logics of comparing symbols in a row and column and the 2 diagonals if they are same the player wins.
3. Refined it further by adding pop when the game ends to make it attractive and also overall looks of the website were updated.
4. For the next week we plan on adding further games.

Week 4 Date 8/3/25

Adding rock paper scissor

1. We targeted another easy to implement comparison game rock paper scissor.
2. The choice taken by computer is randomised and the logic is simple as comparing the choice of player and computer.
3. We encounter as issue where switching between games was not working well so we further fixed that issue.
4. After fixing the switching between game problem we can further add more games without any more issues.

Week 5 Date 15/3/25

Adding card matching game

1. We implemented our first more complex game the matching game where we need to match the emojis.
2. The logic was simple and we just had to make a grid of clickable buttons that compare the value of the emoji on it if they are same they don’t flip back.
3. After quite a few changes once we found the game stable we further added the option of 6x6 grid other than the standard 4x4.
4. Next week we will investigate further on how to add some complex games like snake or flappy bird

Week 6 Date 22/3/25

Adding our first complex game snakes

1. This week we tried to implement a more complex game snake
2. Logically it has lots of rules like boundary condition, movement of snake, spawning of apple, increase size of snake every time it successfully eats an apple.
3. We couldn’t make it work but we manage to get a boundary at place.

Week 7 Date 29/3/25

Project evaluation week

1. We have or first project evaluation this week.
2. We decided to work on ppt and project report this week and refine the already implemented games instead of moving forward
3. We will work on things we learn from the feedback.
4. We got feedback to work on a database to record high score so we will be working on that next week.

Week 8 Date 19/4/25

Working on completing snake game

1. We decided to complete the snake game this week
2. We manage to add it as a standalone game the next task is to put it in main site
3. The logic is grids are generated in the canvas then snake moves using arrow keys and once it touches the food a new box is added that follows the head.
4. We are working on database side by side

Week 9 Date 26/4/25

Working for backend

1. We started with the database so we can implement high score feature
2. While we are still working on making the snake game work on the main site
3. We are also working on fixing things that sometimes break the website

Week 10 Date 3/5/25

Implementing snake game on main website

1. This week we manage to put snake game in the main website.
2. While we are developing and implementing the backend of the website
3. We will be warping the project next week by adding one final game

Week 11 Date 10/5/25

Adding backend and warping things up

1. We added backend in the website for high score
2. While also fixing the final things that were breaking the website
3. We are also now hosting website using vs code live server