

backend/.env

```
1 SUPABASE_URL=https://onmhdldkqskregllmwhii.supabase.co
2 SUPABASE_ANON_KEY=eyJhbGciOiJIUzI1NiIsInR5cCI6IkpXVCJ9.eyJpc3MiOiJzdXBhYmFzZSIsInJlZiI6Im9ubWhkbGtxc2tyZWdsbG13aGlpliwicm9sZSI6ImFub24iLCJpYXQiOiE3MTE0NzMzMjcsImV4cCI6MjAyNzA0OTMyN30.9YLM9uiwzkNnmgfjPE3a5TIp8-7V_5rOyK-4X10goYw
3 BACKEND_EMAIL=go@backend.dev
4 BACKEND_PASS=pondsama
```

backend/main.go

```
1 packageimport"context""fmt""os""github.com/joho/godotenv"// Remove this
line when deploying because fly.io will use fly secrets env variables
"github.com/nedpals/supabase-go""browser_game/routes"func
main()"GO_ENV""development"if// Load environment variables from .env file
(only in local development environment)ifnil"Error loading .env file"return
"SUPABASE_URL""SUPABASE_ANON_KEY""BACKEND_EMAIL""BACKEND_PASS"ifnilpanic
":3000" main
2
3 (
4 •
5 •
6 •
7
8 '
9 -7W & 6R
10
11 -&÷WFW2
12 )
13
14 </span> {
15 --4FWb fÏ ÷2ävWfVçb,' ÓÏ
16
17 ' -4FWb °
18 ™
19 ™ err := godotenv.Load(); err != {
20 ™-f×Bâ &-çFÆâ,•
21 ™•
22 ™}
23 -Ð
24
25 -7W & 6UU$Â fÏ ÷2ävWfVçb,•
26 - æöä¶W' fÏ ÷2ävWfVçb,•
27 -6Æ-VçB fÏ 7W & 6Rä7&V FT6Æ-VçB†7W & 6UU$ÂÂ æöä¶W'•
28
29 -7G, fÏ 6öçFW†Bâ& 6¶w&÷VæB,•
30 •òÂ W'" fÏ 6Æ-VçBâ WF,â6-vä-â†7G,Â 7W & 6RâW6W$7&VFVçF- Ç7°
31 ™Email: os.Getenv(),
32 ™Password: os.Getenv(),
33 -Ï•
34 ' W'" Ï °
35 ™(err)
36 -Ð
37
38 -" fÏ &÷WFW2â6WGW &÷WFW"†6Æ-VçB•
39 -"â'Vâ,•
40 }
41
```

backend/models/user.go

```
1 package struct string `json:"uuid"` string `json:"username"` models
2
3 User {
4     •WV-B
5     •W6W&æ ÖR
6 }
7
```

backend/routes/api/api.go

```
1 packageimport"github.com/gin-gonic/gin""github.com/nedpals/supabase-go"
"browser_game/routes/api/game""browser_game/routes/api/users"
funcSetupAPIRoutes(r *gin.RouterGroup, client *supabase.Client)// Game routes
"/games""/"// ... other game routes// User routes"/users"""/newUser"// ...
other user routes api
2
3 (
4 •
5 -7W  & 6R
6
7 -v ÖR
8 -W6W'2
9 )
10
11 </span> {
12 •
13 -v ÖU&÷WFW2 fÛ "äw&÷W ,•
14 -°
15 ™gameRoutes.GET(, game.GetGames(client))
16 ™
17 →
18
19 •
20 -W6W%&÷WFW2 fÛ "äw&÷W ,•
21 -°
22 ™userRoutes.GET(, users.GetUsers(client))
23 ™userRoutes.POST(, users.NewUser(client))
24 ™
25 →
26 }
27
```

backend/routes/api/game/game.go

```
1 packageimport"net/http" "github.com/gin-gonic/gin" "github.com/nedpals/  
supabase-go" funcGetGames(client *supabase.Client)return func  
(c *gin.Context)varmapstringinterface"games" "*"ifnilpanic"users" controllers  
2  
3 (  
4 •  
5  
6 •  
7 -7W & 6R  
8 )  
9  
10 </span> gin.HandlerFunc {  
11 ' </span> {  
12  
13 ™ results [][]}  
14 ™err := client.DB.From().Select().Single().Execute(&results)  
15 ™ err != {  
16 ™ '†W' " •  
17 ™}  
18  
19 ™c.JSON(http.StatusOK, gin.H{: results})  
20 -D  
21 }  
22
```

backend/routes/api/users/user.go

```
1 packageimport"browser_game/models""browser_game/services""net/http"
"github.com/gin-gonic/gin""github.com/nedpals/supabase-go"// Example direct
implementationfuncGetUsers(client *supabase.Client)return
func(c *gin.Context)varmapstringinterface"users""*ifnilpanic"users"//
Example classic object oriented implementation
funcNewUser(client *supabase.Client)returnfunc(c *gin.Context)//
construct user object from post request bodyvarifnil"error"return//
instantiate user service and use its helper functionsifnil"User creation
failed"return"message""User created successfully" controllers
2
3 (
4 •
5 •
6 •
7
8 •
9 -7W & 6R
10 )
11
12
13 </span> gin.HandlerFunc {
14 ' </span> {
15
16 ™ results [][]{}
17 ™err := client.DB.From().Select().Execute(&results)
18 ™ err != {
19 ™ '†W' " •
20 ™}
21
22 ™c.JSON(http.StatusOK, gin.H{: results})
23 -Ð
24 }
25
26
27 </span> gin.HandlerFunc {
28 ' </span> {
29
30 ™
31 ™ user models.User
32 ™ err := c.BindJSON(&user); err != {
33 ™ -2ä¥4ôâ††GG å7F GW4& E&W VW7BÂ v-âä†³ç W' "äW' &÷", -Ö•
34 ™ •
35 ™}
36
37 ™
38 ™userService := services.NewUserService(client)
39 ™err := userService.CreateUser(c, user)
40
41 ™ err != {
42 ™ -2ä¥4ôâ††GG å7F GW4-çFW&æ Å6W'fW$W' &÷"Â v-âä†³ç W' "äW' &÷", -Ö•
43 ™ •
44 ™}
45
46 ™c.JSON(http.StatusOK, gin.H{: })
47 -Ð
48 }
49
```

backend/routes/routes.go

```
1 packageimport"net/http" "github.com/gin-gonic/gin" "github.com/nedpals/
supabase-go" "browser_game/routes/api" funcSetupRouter
(client *supabase.Client)// Check if coming requests are coming from
"possibly" authenticated users. Then supabase will take care of validating
the token. func(c *gin.Context)"Authorization"if""error"
"Authorization token is required"return// Ping test"/ping" func(c
*gin.Context)"pong"/api/"return routes
2
3 (
4 •
5 •
6 •
7 -7W & 6R
8
9 - '
10 )
11
12 </span> *gin.Engine {
13 -" fÖ v-âäFVf VÇB, •
14
15 •
16 -"âW6R€/span> {
17 ™authToken := c.GetHeader()
18 ™ authToken != {
19 ™-2ä &÷'Ev-F...7F GW4¥4ôâ†‡GG å7F GW5Væ WF†÷&-|VBÂ v-âä†³ç Ö•
20 ™•
21 ™}
22
23 ™c.Next()
24 -Ö•
25
26 •
27 -"âtUB,Â</span> {
28 ™c.String(http.StatusOK, )
29 -Ö•
30
31 - •&÷WFW" fÖ "äw&÷W , •
32 - 'â6WGW •&÷WFW2† •&÷WFW"Â 6Æ-VÇB•
33
34 '
35 }
36
```


backend/services/user.go

```
1 packageimport"browser_game/models""github.com/gin-gonic/gin""github.com/
nedpals/supabase-go"typestruct      funcNewUserService(supabaseClient
*supabase.Client)return      func(s *UserService)errorvarmapstringinterface
"users"ifnilreturnreturnnil services
2
3 (
4 •
5
6 •
7
8 -7W  & 6R
9 )
10
11 UserService {
12 -7W  & 6T6Æ-VÇB §7W  & 6Rä6Æ-VÇ@
13 }
14
15 </span> *UserService {
16 ' eW6W%6W'f-6W°
17 ™supabaseClient: supabaseClient,
18 -Ð
19 }
20
21 </span> CreateUser(c *gin.Context, user models.User) {
22 ' &W7VÇG2 μÕμ×•Ð
23 -W'" fÕ 2ç7W  & 6T6Æ-VÇBäD"äg&öÖ,'ä-ç6W'B†W6W"'äW†V7WFR,g&W7VÇG2•
24
25 ' W'"  Õ  °
26 ™ err
27 -Ð
28
29 '
30
31 }
32
```

frontend/.env.local

```
1 PUBLIC_SUPABASE_URL=https://onmhdldkqskregllmwhii.supabase.co
2 PUBLIC_SUPABASE_ANON_KEY=eyJhbGciOiJIUzI1NiIsInR5cCI6IkpXVCJ9.eyJpc3MiOiJzdXBhYmFzZSIsInJlZiI6Im9ubWhkbGtxc2tyZWdsbG13aGlpIiwicm9sZSI6ImFub24iLCJpYXQiOiE3MTE0NzZmMjc5ImV4cCI6MjAyNzA0OTMyN30.9YLM9uiwzkNnmgfjPE3a5TIp8-7V_5rOyK-4X10goYw
3 BACKEND_URL_PROD=https://browsergamebackend-white-moon-5880.fly.dev/
4 BACKEND_URL_DEV=http://localhost:3000/
```

1 MIT License
2
3 Copyright (c) 2024 Phaser Studio Inc
4
5 Permission is hereby granted, free of charge, to any person obtaining a
copy
6 of this software and associated documentation files (the "Software"), to
deal
7 in the Software without restriction, including without limitation the
rights
8 to use, copy, modify, merge, publish, distribute, sublicense, and/or sell
9 copies of the Software, and to permit persons to whom the Software is
10 furnished to do so, subject to the following conditions:
11
12 The above copyright notice and this permission notice shall be included in
all
13 copies or substantial portions of the Software.
14
15 THE SOFTWARE IS PROVIDED "AS IS", WITHOUT WARRANTY OF ANY KIND, EXPRESS OR
16 IMPLIED, INCLUDING BUT NOT LIMITED TO THE WARRANTIES OF MERCHANTABILITY,
17 FITNESS FOR A PARTICULAR PURPOSE AND NONINFRINGEMENT. IN NO EVENT SHALL THE
18 AUTHORS OR COPYRIGHT HOLDERS BE LIABLE FOR ANY CLAIM, DAMAGES OR OTHER
19 LIABILITY, WHETHER IN AN ACTION OF CONTRACT, TORT OR OTHERWISE, ARISING
FROM,
20 OUT OF OR IN CONNECTION WITH THE SOFTWARE OR THE USE OR OTHER DEALINGS IN
THE
21 SOFTWARE.
22

frontend/package.json

```
1 { "name": "template-svelte", "description": "A Phaser 3 project template that
demonstrates Svelte communication and uses Vite for bundling.", "version":
"1.0.2", "repository": { "type": "git", "url": "git+https://github.com/phaserjs/
template-svelte.git" }, "author": "Phaser Studio <support@phaser.io> (https://
phaser.io/)", "license": "MIT", "licenseUrl": "http://www.opensource.org/licenses/
mit-license.php", "bugs": { "url": "https://github.com/phaserjs/template-svelte/
issues" }, "homepage": "https://github.com/phaserjs/template-svelte#readme",
"keywords": [ "phaser", "phaser3", "svelte", "vite" ], "scripts": { "dev": "vite --
config vite/config.dev.mjs", "build": "vite build --config vite/config.prod.mjs"
, "preview": "vite preview --config vite/config.prod.mjs" }, "devDependencies": {
"@sveltejs/adapter-auto": "^3.1.1", "@sveltejs/adapter-static": "^3.0.1",
"@sveltejs/adapter-vercel": "^5.2.0", "@sveltejs/kit": "^2.5.2", "@sveltejs/vite-
plugin-svelte": "^3.0.2", "autoprefixer": "^10.4.16", "postcss": "^8.4.32",
"postcss-load-config": "^5.0.2", "svelte": "^4.2.12", "svelte-check": "^3.6.6",
"tailwindcss": "^3.3.6", "terser": "^5.28.1", "tslib": "^2.6.2", "typescript":
"^5.3.3", "vite": "^5.1.4" }, "type": "module", "dependencies": { "@supabase/auth-
helpers-sveltekit": "^0.13.0", "@supabase/supabase-js": "^2.42.0", "bits-ui":
"^0.21.2", "clsx": "^2.1.0", "lucide-svelte": "^0.364.0", "phaser": "^3.80.1",
"svelte-radix": "^1.1.0", "tailwind-merge": "^2.2.2", "tailwind-variants": "^0.2.1"
} }
```

2
3
4
5
6
7
8
9
10
11
12
13
14
15
16
17
18
19
20
21
22
23
24
25
26
27
28
29
30
31
32
33
34
35
36
37
38
39

40
41
42
43
44
45
46
47
48
49
50
51
52
53
54
55
56
57

frontend/postcss.config.cjs

```
1  const require = "tailwindcss" const require = "autoprefixer" const plugins = // Some
plugins, like tailwindcss/nesting, need to run before Tailwind, tailwindcss //
But others, like autoprefixer, need to run after, module exports tailwindcss =
();
2  autoprefixer = ();
3
4  config = {
5    : [
6
7      (),
8
9      autoprefixer,
10   ],
11 };
12
13 . = config;
14
```

frontend/src/app.html

```
1 <!doctype html<htmllang"en"<head<metacharset"utf-8"<linkrel"icon"href
"%sveltekit.assets%/favicon.png"<metaname"viewport"content"width=device-
width, initial-scale=1">/head<bodydata-sveltekit-preload-data"hover"<divstyle
"display: contents">/div</body</html></span>
2 =></span>
3 "à/span>
4 ™ = /&/span>
5 ™ = = /&/span>
6 ™ = = /&/span>
7 ™%sveltekit.head%
8 "à/span>
9 ' Óà/span>
10 ™ =&/span>%sveltekit.body%></span>
11 "à/span>
12 ></span>
13
```

frontend/src/app.pcss

```
1 @tailwind base;
2 @tailwind components;
3 @tailwind utilities;
4
5 @layer base {
6   :root {
7     --background: 0 0% 100%;
8     --foreground: 222.2 84% 4.9%;
9
10    --muted: 210 40% 96.1%;
11    --muted-foreground: 215.4 16.3% 46.9%;
12
13    --popover: 0 0% 100%;
14    --popover-foreground: 222.2 84% 4.9%;
15
16    --card: 0 0% 100%;
17    --card-foreground: 222.2 84% 4.9%;
18
19    --border: 214.3 31.8% 91.4%;
20    --input: 214.3 31.8% 91.4%;
21
22    --primary: 222.2 47.4% 11.2%;
23    --primary-foreground: 210 40% 98%;
24
25    --secondary: 210 40% 96.1%;
26    --secondary-foreground: 222.2 47.4% 11.2%;
27
28    --accent: 210 40% 96.1%;
29    --accent-foreground: 222.2 47.4% 11.2%;
30
31    --destructive: 0 72.2% 50.6%;
32    --destructive-foreground: 210 40% 98%;
33
34    --ring: 222.2 84% 4.9%;
35
36    --radius: 0.5rem;
37   }
38
39   .dark {
40     --background: 222.2 84% 4.9%;
41     --foreground: 210 40% 98%;
42
43     --muted: 217.2 32.6% 17.5%;
44     --muted-foreground: 215 20.2% 65.1%;
45
46     --popover: 222.2 84% 4.9%;
47     --popover-foreground: 210 40% 98%;
48
49     --card: 222.2 84% 4.9%;
50     --card-foreground: 210 40% 98%;
51
52     --border: 217.2 32.6% 17.5%;
53     --input: 217.2 32.6% 17.5%;
54
55     --primary: 210 40% 98%;
56     --primary-foreground: 222.2 47.4% 11.2%;
57
58     --secondary: 217.2 32.6% 17.5%;
```



```
59     --secondary-foreground: 210 40% 98%;
60
61     --accent: 217.2 32.6% 17.5%;
62     --accent-foreground: 210 40% 98%;
63
64     --destructive: 0 62.8% 30.6%;
65     --destructive-foreground: 210 40% 98%;
66
67     --ring: hsl(212.7,26.8%,83.9);
68 }
69
70
71 @font-face {
72     font-family: 'monogram';
73     src: url('/fonts/monogram.ttf') format('truetype');
74 }
75
76 }
77
78 @layer base {
79     * {
80         @apply border-border;
81     }
82     body {
83         @apply bg-background text-foreground;
84     }
85 }
```

frontend/src/game/EventBus.ts

```
1 import Events from 'phaser' // Used to emit events between Svelte components
  and Phaser scenes // https://newdocs.phaser.io/docs/3.70.0/
  Phaser.Events.EventEmitter export const EventBus = new Events.EventEmitter { } ;
2
3
4
5     =     .();
```

frontend/src/game/PhaserGame.svelte

```
1 <script context="module" lang="ts">
2
3   import type { Game, Scene } from "phaser";
4
5   export type TPhaserRef = {
6     game: Game | null,
7     scene: Scene | null
8   };
9
10 </script>
11
12 <script lang="ts">
13
14   import { onMount } from "svelte";
15   import StartGame from "../main";
16   import { EventBus } from '../EventBus';
17
18   export let phaserRef: TPhaserRef = {
19     game: null,
20     scene: null
21   };
22
23   export let currentActiveScene: (scene: Scene) => void;
24
25   onMount(() => {
26
27     phaserRef.game = StartGame("game-container");
28
29     EventBus.on('current-scene-ready', (scene_instance: Scene) => {
30
31       phaserRef.scene = scene_instance;
32
33       if(currentActiveScene)
34       {
35
36         currentActiveScene(scene_instance);
37
38       }
39
40     });
41
42   });
43
44 </script>
45
46 <div id="game-container"></div>
```

```

1 import Boot from './scenes/Boot' import GameOver from './scenes/GameOver' import
Game as MainGame from './scenes/Game' import MainMenu from './scenes/MainMenu' import
AUTOGame from 'phaser' import Preloader from './scenes/Preloader' // Find out more
information about the Game Config at: // https://newdocs.phaser.io/
docs/3.70.0/Phaser.Types.Core.GameConfig const config: Phaser.Types.Core.GameConfig
type AUTO width 1024 height 768 parent 'game-container' backgroundColor '#028af8' scene
Boot Preloader MainMenu MainGame GameOver const StartGame parent: string return new Game
export default StartGame { } ;
2 { } ;
3 { } ;
4 { } ;
5 { , } ;
6 { } ;
7
8
9
10 : ... = {
11 : ,
12 : ,
13 : ,
14 : ,
15 : ,
16 : [
17 ,
18 ,
19 ,
20 ,
21 ]
22 };
23 };
24
25 = ( </span> ) => {
26
27     ( { ...config, parent } );
28
29 }
30
31 ;
32

```

frontend/src/game/scenes/Boot.ts

```
1 import Scene from 'phaser' export class Boot extends Scene constructor super 'Boot'
// The Boot Scene is typically used to load in any assets you require for
your Preloader, such as a game logo or background.// The smaller the file
size of the assets, the better, as the Boot Scene itself has no preloader.this
loadimage'background' 'assets/bg.png' this scenestart 'Preloader' { } ;
2
3
4 {
5     ()
6     {
7         ();
8     }
9
10    preload ()
11    {
12
13
14
15        ..(, );
16    }
17
18    create ()
19    {
20        ..();
21    }
22 }
23
```

frontend/src/game/scenes/Game.ts

```
1 import EventBus from '../EventBus' import Scene from 'phaser' export class Game
extends Scene camera Phaser Camera scene 2D camera background Phaser Game Objects Image
gameText Phaser Game Objects Text constructor super 'Game' this camera this camera scene
this camera setBackground color 0x00ff00 this background this add image 512384
'background' this background setAlpha 0.5 this gameText this add text 512384 'Make
something fun!\nand share it with us:\nsupport@phaser.io' fontFamily 'Arial
Black' fontSize 38 color '#ffffff' stroke '#000000' strokeThickness 8 align 'center'
setOrigin 0.5 setDepth 100 EventBus emit 'current-scene-ready' this this scene start
'GameOver' { } ;
2 { } ;
3
4
5 {
6     : ...;
7     : ..;
8     : ..;
9
10    ()
11    {
12        ();
13    }
14
15    create ()
16    {
17        . = ..;
18        ..();
19
20        . = ..( , , );
21        ..();
22
23        . = ..( , , , {
24            : , : , : ,
25            : , : ,
26            :
27        } ).().().();
28
29        .( , );
30    }
31
32    changeScene ()
33    {
34        ..();
35    }
36 }
37
```

frontend/src/game/scenes/GameOver.ts

```
1 import EventBus from '../EventBus' import Scene from 'phaser' export class GameOver
extends Scene camera PhaserCamerasScene2DCamera background PhaserGameObjectsImage
PhaserGameObjectsText constructor super 'GameOver' this camera this camera as main this
camera setBackground Color 0xff0000 this background this add image 512384 'background'
this background set Alpha 0.5 this gameOverText this add text 512384 'Game Over'
fontFamily 'Arial Black' fontSize 64 color '#ffffff' stroke '#000000' strokeThickness 8
align 'center' setOrigin 0.5 setDepth 100 EventBus emit 'current-scene-ready' this this
scene start 'MainMenu' { } ;
2 { } ;
3
4
5 {
6     : ...;
7     : ..;
8     gameOverText : ...;
9
10    ()
11    {
12        ();
13    }
14
15    create ()
16    {
17        . = ..
18        ..();
19
20        . = ..( , , );
21        ..();
22
23        . = ..( , , , {
24            : , : , : ,
25            : , : ,
26            :
27        }).().();
28
29        .( , );
30    }
31
32    changeScene ()
33    {
34        ..();
35    }
36 }
37
```

```

1 import GameObjectsScene from 'phaser' import EventBus from '../EventBus' export
class MainMenu extends Scene background GameObjects Image logo GameObjects Image title
GameObjects Text // Button containers button Container GameObjects Container
singleplayer Button GameObjects Text multiplayer Button GameObjects Text
myHeroes Button GameObjects Text settings Button GameObjects Text private Phaser Types
Input Keyboard Cursor Keys constructor super 'main-menu' console log
"MainMenu constructor finished" init console log "MainMenu init started" this
cursors this input keyboard create Cursor Keys preload //
this.load.image('glass-panel', 'assets/glassPanel.png') //
this.load.image('cursor-hand', 'assets/cursor_hand.png') console log "MainMenu
preloaded" update console log "next tick" const Phaser Input Keyboard Just Down
this cursors up const Phaser Input Keyboard Just Down this cursors down const Phaser Input
Keyboard Just Down this cursors space if this select Next Button 1 else if this
select Next Button 1 else if this confirm Selection create console log "create
started" // Add background this camera s main set Background Color '#263238' /*
2 this.logo = this.add.image(
3 this.cameras.main.centerX,
4 this.cameras.main.centerY - 100,
5 'game_logo'
6 ); */// Add title this title this add text this camera s main centerX this camera s
main centerY 50 'Dantes adv' font Size 48 color '#ffffff' // Create button container
this button container this add container this camera s main centerX this camera s main
center Y const 400 const 200 const font '20px' fill '#fff' align 'center' const 10 //
Singleplayer Button const this add text 0.50.6 'Singleplayer' set Display Size 150 250 2
set Origin 0.5 // Multiplayer Button const this add text 0.50.7 'Multiplayer'
set Display Size 150 250 2 set Origin 0.5 on // Settings Button const this add text 0.50.8
'Settings' set Display Size 150 250 2 set Origin 0.5 Event Bus emit 'current-scene-ready'
this select Button index: number // TODO select Next Button change = 1 // TODO
confirm Selection // TODO on Singleplayer Click
console log 'Singleplayer button clicked' on Multiplayer Click
console log 'Multiplayer button clicked' on MyHeroes Click console log
'My Heroes button clicked' on Settings Click console log 'Settings
button clicked' console log "change scene" this scene start 'Game' { , } ;
7 { } ;
8
9 {
10 : .;
11 : .;
12 : .;
13
14
15 : .;
16 : .;
17 : .;
18 : .;
19 : .;
20
21 cursors!: ....
22
23 ()
24 {
25 ()
26 .()
27 }
28
29 ()
30 {
31 .()

```



```

32     . = ...!.( )
33 }
34
35 ( )
36 {
37
38
39
40     .( )
41 }
42
43 ( )
44 {
45     .( )
46     upJustPressed = ...(...!)
47     downJustPressed = ...(...!)
48     spaceJustPressed = ...(...!)
49
50     (upJustPressed)
51     TM{
52     TM'â, ò•
53     TM}
54     (downJustPressed)
55     TM{
56     TM'â, •
57     TM}
58     (spaceJustPressed)
59     TM{
60     TM'â, •
61     TM}
62     }
63
64     ( ) {
65         .( )
66
67         ...();
68
69
70
71
72     . = ..(
73         ...,
74         ... + ,
75         ,
76         {
77             : ,
78             : ,
79         }
80     );
81
82
83     . = ..(
84         ...,
85         ...
86     );
87
88     width = ;
89     height = ;
90
91     buttonStyle = {
92         : ,

```

```

93         : ,
94         :
95     };
96
97     buttonPadding = ;
98
99
100     singleplayerButton = ..(width * , height * , , buttonStyle);
101     singleplayerButton.( + buttonPadding * , + buttonPadding * );
102     singleplayerButton.();
103
104
105     multiplayerButton = ..(width * , height * , , buttonStyle);
106     multiplayerButton.( + buttonPadding * , + buttonPadding * );
107     multiplayerButton.();
108     multiplayerButton.
109
110
111     settingsButton = ..(width * , height * , , buttonStyle);
112     settingsButton.( + buttonPadding * , + buttonPadding * );
113     settingsButton.();
114     .( , );
115 }
116
117
118 (</span>)
119 {
120
121 }
122
123 (</span>)
124 {
125
126 }
127
128 ()
129 {
130
131 }
132
133 () {
134     .();
135 }
136
137 () {
138     .();
139 }
140
141 () {
142     .();
143 }
144
145 () {
146     .();
147 }
148
149 changeScene ()
150 {
151     .()
152     ..();
153 }

```

154 }
155

```

1 import Scene from 'phaser' import EventBus from '../EventBus' export class Preloader
  extends Scene constructor super 'Preloader' // We loaded this image in our Boot
  Scene, so we can display it here this add image 512384 'background' // A simple
  progress bar. This is the outline of the bar. this add rectangle 512384 46832
  setStrokeStyle 10 xffffff // This is the progress bar itself. It will increase
  in size from the left based on the % of progress. const this add rectangle 512230
  3844280 xffffff // Use the 'progress' event emitted by the LoaderPlugin to
  update the loading bar this load on 'progress' (progress: number // Update the
  progress bar (our bar is 464px wide, so 100% = 464px) width 4460 // aggiungo le
  mappe da usare in main menu this load setPath 'assets' this load image 'tileset'
  'IceTileset.png' this load tilemap TiledJSON 'map' 'mappaprova.json' this load image
  'player' 'player.png' this load spritesheet 'characters' '/player.png' frameWidth 16
  frameHeight 16 this load image 'logo' 'logo.png' this load image 'star' 'star.png' //
  When all the assets have loaded, it's often worth creating global objects
  here that the rest of the game can use. // For example, you can define global
  animations here, so we can use them in other scenes. EventBus emit 'current-
  scene-ready' this console log "changing scene to MainMenu..." this scene start
  'MainMenu' this scene start 'MainMenu' { } ;
2 { } ;
3
4
5 {
6   ()
7   {
8     ();
9   }
10
11   init ()
12   {
13
14     ..(, , );
15
16
17     ..(, , , ).(, );
18
19
20     bar = ..(-, , , , );
21
22
23     ..(, </span>) =></span> {
24
25
26       bar. = + ( * progress);
27
28     });
29   }
30
31   preload ()
32   {
33
34     ..();
35     ..(, );
36     ..(, );
37     ..(, );
38     ..(, , {
39       : ,
40       :
41     })

```

```
42
43     ..( , );
44     ..( , );
45
46 }
47
48 create ()
49 {
50
51
52     ..( , );
53     ..()
54     ..();
55
56 }
57
58 changeScene ()
59 {
60     ..();
61 }
62
63 }
64
```

frontend/src/hooks.server.ts

```
1 /**
2  * This function runs every time the SvelteKit server receives a request –
  whether that happens while the app is running, or during prerendering –
3  * and determines the response. It receives an event object representing
  the request and a function called resolve, which renders the route and
  generates a Response.
4  * This allows you to modify response headers or bodies, or bypass
  SvelteKit entirely (for implementing routes programmatically, for example).
5  *
6  * For every request we check if it is coming from an authenticated
  source, if not, redirect login page, Otherwise we retrieve the user data
7  * from supabase and return it in the header. Then you can access this
  data in any page using the $page.data.user syntax because it is loaded
8  * on the main parent +layout.server.ts load function
9  */importfrom'$lib/supabase'importfrom'@sveltejs/kit'const'/play'/'
statistics'/'settings'/** @typeimport('@sveltejs/kit').Handleexportasync
functionhandle{ event, resolve }// Check if the user is authenticatedconst
awaitauthgetUserifusernulllocalsuseruser// Check if the requested URL is a
protected routeifsome routeurlpathnamestartsWithconsolelog"protected route
requested: "urlpathnameifusernulllocalsusernullthrowredirect302'/login'return
resolve
10
11 { supabase } ;
12 { redirect } ;
13
14
15 protectedRoutes = [
16   ,
17   ,
18 ];
19 ];
20
21 {} */</span>
22 () {
23
24
25   { data, error } = supabase..();
26   (data && data. !== ) {
27     event.. = data.;
28   }
29
30
31   (protectedRoutes.( =></span> event...(route))) {
32     .(,event..)
33
34     (!data || data. == ) {
35       event.. = ;
36       (, );
37     }
38   }
39
40   (event);
41 }
```

frontend/src/lib/components/Navbar.svelte

```
1 <script>
2   import Play from "svelte-radix/Play.svelte";
3   import Person from "svelte-radix/Person.svelte"
4   import BarChart from "svelte-radix/BarChart.svelte"
5   import Exit from "svelte-radix/Exit.svelte"
6   import * as DropdownMenu from "$lib/components/ui/dropdown-menu";
7   import { page } from '$app/stores';
8   import { supabase } from '$lib/supabase';
9   import { onMount } from 'svelte';
10  import { userStore } from "@stores";
11
12  var isLoggedIn = $userStore !== null;
13
14  async function logout() {
15    let { error } = await supabase.auth.signOut();
16    fetch('/api/sign-out', {
17      method: 'POST'
18    });
19
20    if(error !== null) {
21      console.log("error logout",error)
22    }
23  }
24
25  onMount(() => {
26    const { data: { subscription } } =
supabase.auth.onAuthStateChange((event, session) => {
27      console.log("$page.user", $page.data)
28      if(event == 'SIGNED_OUT') {
29        isLoggedIn = false;
30        userStore.set(null)
31      }
32    });
33
34    return () => subscription.unsubscribe();
35  });
36 </script>
37
38 <nav class="py-2 mb-6 border-y border-black border-dashed">
39
40   <div class="flex justify-between items-center">
41
42     <!-- LINKS -->
43     <div class="flex items-center">
44       <a href="/" class="font-bold mr-6 text-3xl hover:text-
red-500">Home</a>
45       <a href="/statistics" class="mr-6 text-2xl hover:text-
red-500">Statistics</a>
46     </div>
47
48     <div class="flex gap-4">
49       <!-- USER PROFILE DROPDOWN -->
50       {#if isLoggedIn}
51       <DropdownMenu.Root>
52         <DropdownMenu.Trigger>
53           <!-- AVATAR ICON -->
54           <div class="border border-zinc-600 rounded bg-green-200
hover:bg-green-300">
```

```

55         <Person class="h-10 w-10" />
56     </div>
57 </DropdownMenu.Trigger>
58
59
60     <DropdownMenu.Content>
61         <DropdownMenu.Group>
62             <DropdownMenu.Label>{$page.data.user.username}</
DropdownMenu.Label>
63             <DropdownMenu.Separator />
64             <DropdownMenu.Item> <Person class="h-5 w-5 mr-2" /> Profile</
DropdownMenu.Item>
65             <DropdownMenu.Item> <BarChart class="h-5 w-5 mr-2" />
Statistics</DropdownMenu.Item>
66             <DropdownMenu.Item on:click={logout}> <Exit class="h-5 w-5
mr-2" /> Logout</DropdownMenu.Item>
67         </DropdownMenu.Group>
68     </DropdownMenu.Content>
69 </DropdownMenu.Root>
70 {/if}
71
72
73     <!-- PLAY BUTTON -->
74     <a href="/play" class="bg-red-600 hover:bg-red-700 text-white font-
bold py-1 px-6 flex items-center border border-black border-dashed">
75         <Play class="mr-2 h-6 w-6" />
76         Play
77     </a>
78 </div>
79
80
81 </div>
82 </nav>

```


frontend/src/lib/components/ui/accordion/accordion-content.svelte

```
1 <script lang="ts">
2 --x ÷ 'B ² 66÷&F-öâ 2 66÷&F-öâ &-Ö-F-fr Ò g&öÖ &&-G2×V' #°
3 --x ÷ 'B ² 6Æ-FR Ò g&öÖ '7fVÇFR÷G& Ç6-F-öâ #°
4 --x ÷ 'B ² 6â Ò g&öÖ "FÆ-"÷WF-Ç2æ§2 #°
5
6 -G- R BE &÷ 2 Ò 66÷&F-öâ &-Ö-F-frä6öçFVçE &÷ 3°
7
8 -ÆWB 6Æ 74æ ÖSç BE &÷ 5²&6Æ 72%Ò Ò VæFVf-æVC°
9 -W‡ ÷ 'B ÆWB G& Ç6-F-öäç BE &÷ 5² 'G& Ç6-F-öâ%Ò Ò 6Æ-FS°
10 -W‡ ÷ 'B ÆWB G& Ç6-F-öä6öæf-sç BE &÷ 5² 'G& Ç6-F-öä6öæf-r%Ò Ò °
11 ™duration: 200,
12 -Ó°
13 -W‡ ÷ 'B ² 6Æ 74æ ÖR 2 6Æ 72 Ó°
14 </script>
15
16 <AccordionPrimitive.Content
17 -6Æ 73×¶6â,&÷fW&fÆ÷rÖ†-FFVâ FW‡B×6Ò G& Ç6-F-öâÖ ÆÂ"Â 6Æ 74æ ÖR-Ð
18 -.G& Ç6-F-öçÐ
19 -.G& Ç6-F-öä6öæf-wÐ
20 -²âââBG&W7E &÷ 7Ð
21 >
22 "ÆF-b 6Æ 73Ò' "ÓB BÓ #à
23 ™<slot />
24 "ÂÖF-cà
25 </AccordionPrimitive.Content>
26
```

frontend/src/lib/components/ui/accordion/accordion-item.svelte

```
1 <script lang="ts">
2 --x ÷ 'B ² 66÷&F-öâ 2 66÷&F-öâ &-Ö-F-fR Ò g&öÖ &&-G2×V' #°
3 --x ÷ 'B ² 6â Ò g&öÖ "FÆ-"÷WF-Ç2æ§2#°
4
5 -G- R BE &÷ 2 Ò 66÷&F-öâ &-Ö-F-fRä-FVÖ &÷ 3°
6
7 -ÆWB 6Æ 74æ ÖSç BE &÷ 5²&6Æ 72%Ö Ò VæFVf-æVC°
8 -W‡ ÷ 'B ÆWB f ÇVSç BE &÷ 5²'f ÇVR%Ó°
9 -W‡ ÷ 'B ² 6Æ 74æ ÖR 2 6Æ 72 Ó°
10 </script>
11
12 <AccordionPrimitive.Item {value} class={cn("border-b", className)} {...$
$restProps}>
13 "Ç6Æ÷B óâ
14 </AccordionPrimitive.Item>
15
```

```
1 <script lang="ts">
2 --x ÷ 'B ² 66÷&F-öâ 2 66÷&F-öâ &-Ö-F-fr Ò g&öÖ &&-G2×V' #°
3 --x ÷ 'B 6†Wg&öâF÷vâ g&öÖ &ÇV6-FR×7fVÇFRö-6öç2ö6†Wg&öâÖF÷vâ #°
4 --x ÷ 'B ² 6â Ò g&öÖ "FÆ-"÷WF-Ç2æ§2 #°
5
6 -G- R BE &÷ 2 Ò 66÷&F-öâ &-Ö-F-frâG&-vvW% &÷ 3°
7 -G- R BDWfVÇG2 Ò 66÷&F-öâ &-Ö-F-frâG&-vvW$WfVÇG3°
8
9 -ÆWB 6Æ 74æ ÖSç BE &÷ 5²&6Æ 72%Ö Ò VæFVf-æVC°
10 -W† ÷ 'B ÆWB ÆWfVÃç 66÷&F-öâ &-Ö-F-frâ†V FW% &÷ 5²&ÆWfVÂ%Ö Ò 3°
11 -W† ÷ 'B ² 6Æ 74æ ÖR 2 6Æ 72 Ó°
12 </script>
13
14 <AccordionPrimitive.Header {level} class="flex">
15 "Ä 66÷&F-öâ &-Ö-F-frâG&-vvW
16 ™class={cn(
17 ™'&fÆW, fÆW,Ó -FV×2Ö6VÇFW" §W7F-g'Ö&WGvVvâ 'ÓB föçBÖÖVF-VÖ G& ç6-F-öâÖ ÆÂ
hover:underline [&[data-state=open]>svg]:rotate-180",
18 ™-6Æ 74æ ÖP
19 ™)}
20 ™{...$$restProps}
21 ™on:click
22 "à
23 ™<slot />
24 ™<ChevronDown class="h-4 w-4 transition-transform duration-200" />
25 "Âö 66÷&F-öâ &-Ö-F-frâG&-vvW#â
26 </AccordionPrimitive.Header>
27
```

frontend/src/lib/components/ui/accordion/index.ts

```
1 importAccordionasAccordionPrimitivefrom"bits-ui"importContentfrom"./
accordion-content.svelte"importItemfrom"./accordion-item.svelte"importTrigger
from"./accordion-trigger.svelte"constRootAccordionPrimitiveRootexportRoot
ContentItemTrigger//RootasAccordionContentasAccordionContentItemas
AccordionItemTriggerasAccordionTrigger {    } ;
2     ;
3     ;
4     ;
5     = .;
6
7     {
8     'À
9     'À
10    'À
11    'À
12    •
13    '  À
14    '  À
15    '  À
16    '  À
17  };
18
```

frontend/src/lib/components/ui/button/button.svelte

```
1 <script lang="ts">
2 --x ÷ 'B ² 'WGFöâ 2 'WGFöå &-Ö-F-fr Ò g&öð &&-G2×V' #°
3 --x ÷ 'B ² G- R WfVçG2Â G- R &÷ 2Â 'WGFöåf &- çG2 Ò g&öð "âö-æFW,æ§2 #°
4 --x ÷ 'B ² 6â Ò g&öð "FÆ-"÷WF-Ç2æ§2 #°
5
6 -G- R BE &÷ 2 Ò &÷ 3°
7 -G- R BDWfVçG2 Ò WfVçG3°
8
9 -ÆWB 6Æ 74æ ÖSç BE &÷ 5²&6Æ 72%Ò Ò VæFVf-æVC°
10 -W‡ ÷ 'B ÆWB f &- çCç BE &÷ 5²'f &- çB%Ò Ò &FVf VçB #°
11 -W‡ ÷ 'B ÆWB 6-|Sç BE &÷ 5²'6-|R%Ò Ò &FVf VçB #°
12 -W‡ ÷ 'B ÆWB 'V-ÆFW'3ç BE &÷ 5²&'V-ÆFW'2%Ò Ò µÓ°
13 -W‡ ÷ 'B ² 6Æ 74æ ÖR 2 6Æ 72 Ó°
14 </script>
15
16 <ButtonPrimitive.Root
17 -¶'V-ÆFW'7Ð
18 -6Æ 73×¶6â†'WGFöåf &- çG2‡² f &- çBÂ 6-|RÂ 6Æ 74æ ÖR Ò'-Ð
19 -G- SÖ&'WGFöâ
20 -²âââBG&W7E &÷ 7Ð
21 -öã|6Æ-6°
22 -öã|¶W-F÷và
23 >
24 "Ç6Æ÷B óà
25 </ButtonPrimitive.Root>
26
```

frontend/src/lib/components/ui/button/index.ts

```
1 import type VariantProps from "tailwind-variants" import type Button as
ButtonPrimitive from "bits-ui" import Root from ". /button.svelte" const tv = base("inline-
flex items-center justify-center whitespace-nowrap text-sm font-medium ring-
offset-background transition-colors focus-visible:outline-none focus-
visible:ring-2 focus-visible:ring-ring focus-visible:ring-offset-2
disabled:pointer-events-none disabled:opacity-50" variants variantDefault "bg-
primary text-primary-foreground hover:bg-primary/90" destructive "bg-
destructive text-destructive-foreground hover:bg-destructive/90" outline
"border border-input bg-background hover:bg-accent hover:text-accent-
foreground" secondary "bg-secondary text-secondary-foreground hover:bg-
secondary/80" ghost "hover:bg-accent hover:text-accent-foreground" link "text-
primary underline-offset-4 hover:underline" size default "h-10 px-4 py-2" sm "h-9
rounded-md px-3" lg "h-11 rounded-md px-8" icon "h-10 w-10" defaultVariants variant
"default" size "default" type VariantVariantPropstypetypeof "variant" typeSize
VariantPropstypetypeof "size" typeProps ButtonPrimitivePropsVariantSizetypeEvents
ButtonPrimitiveEventsexportRoottypePropstypetypeEvents // Root as Button type Props as
ButtonPropstypetypeEvents as ButtonEvents { , tv } ;
2 { , } ;
3 ;
4
5 buttonVariants = ({
6 "ç Æ
7 "ç °
8 TM: {
9 TM "ç Æ
10 TM "ç Æ
11 TM "
12 TM TM ,
13 TM "ç Æ
14 TM "ç Æ
15 TM "ç Æ
16 TM },
17 TM: {
18 TM "ç Æ
19 TM "ç Æ
20 TM "ç Æ
21 TM "ç Æ
22 TM },
23 -Ö Æ
24 "ç °
25 TM: ,
26 TM: ,
27 -Ö Æ
28 }) ;
29
30 = < buttonVariants>[];
31 = < buttonVariants>[];
32
33 = . & {
34 -f &- ç C Ó ç °
35 -6-| S Ó ç °
36 };
37
38 = . ;
39
40 {
41 ' Æ
42 ' Æ
```

43 ' Ì
44 •
45 ' Ì
46 ' Ì
47 ' Ì
48 -'WGFöåf &- çG2Ì
49 };
50

frontend/src/lib/components/ui/dropdown-menu/dropdown-menu-checkbox-item.svelte

```
1 <script lang="ts">
2 --x ÷ 'B ² G&÷ F÷vâÖVçR 2 G&÷ F÷vâÖVçU &-Ö-F-fR Ò g&öð &&-G2×V' #°
3 --x ÷ 'B 6†V6² g&öð &çV6-FR×7fVçFRö-6öç2ö6†V6² #°
4 --x ÷ 'B ² 6â Ò g&öð "FÆ-"÷WF-ç2æ§2 #°
5
6 -G- R BE &÷ 2 Ò G&÷ F÷vâÖVçU &-Ö-F-fRä6†V6¶&÷„-FVÖ &÷ 3°
7 -G- R BDWfVçG2 Ò G&÷ F÷vâÖVçU &-Ö-F-fRä6†V6¶&÷„-FVÔWfVçG3°
8
9 -ÆWB 6Æ 74æ ÖSç BE &÷ 5²&6Æ 72%Ò Ò VæFVf-æVC°
10 -W† ÷ 'B ÆWB 6†V6¶VCç BE &÷ 5²&6†V6¶VB%Ò Ò VæFVf-æVC°
11 -W† ÷ 'B ² 6Æ 74æ ÖR 2 6Æ 72 Ó°
12 </script>
13
14 <DropdownMenuPrimitive.CheckboxItem
15 -&-æC|6†V6¶V@
16 -6Æ 73×¶6â€
17 ™"relative flex cursor-default select-none items-center rounded-sm py-1.5
pl-8 pr-2 text-sm outline-none data-[disabled]:pointer-events-none data-
[highlighted]:bg-accent data-[highlighted]:text-accent-foreground data-
[disabled]:opacity-50",
18 ™className
19 '→Ð
20 -²âââBG&W7E &÷ 7Ð
21 -öã|6Æ-6°
22 -öã|¶W-F÷vâ
23 -öã|fö7W6-à
24 -öã|fö7W6÷W@
25 -öã§ ö-çFW&F÷vâ
26 -öã§ ö-çFW&ÆV fP
27 -öã§ ö-çFW&Ö÷fP
28 >
29 "ç7 â 6Æ 73ð& '6öçWFR ÆVgBÓ" fÆW, ,Ó2âR rÓ2âR -FV×2Ö6VçFW" §W7F-g'Ö6VçFW"#à
30 ™<DropdownMenuPrimitive.CheckboxIndicator>
31 ™"Ä6†V6² 6Æ 73ð&,ÓB rÓB" óà
32 ™</DropdownMenuPrimitive.CheckboxIndicator>
33 "Â÷7 ââ
34 "ç6Æ÷B óà
35 </DropdownMenuPrimitive.CheckboxItem>
36
```


frontend/src/lib/components/ui/dropdown-menu/dropdown-menu-
content.svelte

```
1 <script lang="ts">
2 --x ÷ 'B ² G&÷ F÷vâÖVçR 2 G&÷ F÷vâÖVçU &-Ö-F-fr Ò g&öÒ &&-G2×V'°#°
3 --x ÷ 'B ² 6âÂ fç" æE66 ÆR Ò g&öÒ "FÆ-"÷WF-ç2æ§2#°
4
5 -G- R BE &÷ 2 Ò G&÷ F÷vâÖVçU &-Ö-F-frä6öçFVçE &÷ 3°
6 -G- R BDWfVçG2 Ò G&÷ F÷vâÖVçU &-Ö-F-frä6öçFVçDWfVçG3°
7
8 -ÆWB 6Æ 74æ ÖSç BE &÷ 5²&6Æ 72%Ò Ò VæFVf-æVC°
9 -W‡ ÷ 'B ÆWB 6-FTöfg6WCç BE &÷ 5²'6-FTöfg6WB%Ò Ò C°
10 -W‡ ÷ 'B ÆWB G& ç6-F-öäç BE &÷ 5²'G& ç6-F-öâ%Ò Ò fç" æE66 ÆS°
11 -W‡ ÷ 'B ÆWB G& ç6-F-öä6öæf-sç BE &÷ 5²'G& ç6-F-öä6öæf-r%Ò Ò VæFVf-æVC°
12 -W‡ ÷ 'B ² 6Æ 74æ ÖR 2 6Æ 72 Ó°
13 </script>
14
15 <DropdownMenuPrimitive.Content
16 --G& ç6-F-öçÐ
17 --G& ç6-F-öä6öæf-wÐ
18 --6-FTöfg6WGÐ
19 -6Æ 73×¶6â€
20 "z-50 min-w-[12rem] border border-black bg-popover p-1 text-popover-
foreground shadow-md focus:outline-none",
21 "className
22 '-Ð
23 -²âââBG&W7E &÷ 7Ð
24 -öä|¶W-F÷vâ
25 >
26 "ç6Æ÷B óà
27 </DropdownMenuPrimitive.Content>
28
```

```

1 <script lang="ts">
2 --x ÷ 'B ² G&÷ F÷vâÖVçR 2 G&÷ F÷vâÖVçU &-Ö-F-fR Ò g&öÖ &&-G2×V' #°
3 --x ÷ 'B ² 6â Ò g&öÖ "FÆ-"÷WF-Ç2æ§2#°
4
5 -G- R BE &÷ 2 Ò G&÷ F÷vâÖVçU &-Ö-F-fRä-FVÖ &÷ 2 b °
6 ™inset?: boolean;
7 -Ö°
8 -G- R BDWfVçG2 Ò G&÷ F÷vâÖVçU &-Ö-F-fRä-FVÔWfVçG3°
9
10 -ÆWB 6Æ 74æ ÖSç BE &÷ 5²&6Æ 72%Ö Ò VæFVf-æVC°
11 -W‡ ÷ 'B ÆWB -ç6WCç BE &÷ 5²&-ç6WB%Ö Ò VæFVf-æVC°
12 -W‡ ÷ 'B ² 6Æ 74æ ÖR 2 6Æ 72 Ö°
13 </script>
14
15 <DropdownMenuPrimitive.Item
16 -6Æ 73×¶6â€
17 ™"relative flex cursor-default select-none items-center rounded-sm px-2
py-1.5 text-md outline-none data-[disabled]:pointer-events-none data-
[highlighted]:bg-accent data-[highlighted]:text-accent-foreground data-
[disabled]:opacity-50 hover:cursor-pointer",
18 ™inset && "pl-8",
19 ™className
20 '-Ð
21 -²âââBG&W7E &÷ 7Ð
22 -öã|6Æ-6°
23 -öã|¶W-F÷vâ
24 -öã|fö7W6-à
25 -öã|fö7W6÷W@
26 -öã§ Ö-çFW&F÷vâ
27 -öã§ Ö-çFW&ÆV fP
28 -öã§ Ö-çFW&Ö÷fP
29 >
30 "Ç6Æ÷B óà
31 </DropdownMenuPrimitive.Item>
32

```

frontend/src/lib/components/ui/dropdown-menu/dropdown-menu-label.svelte

```
1 <script lang="ts">
2 --x ÷ 'B ² G&÷ F÷vääÖVçR 2 G&÷ F÷vääÖVçU &-Ö-F-fr Ò g&öÒ &&-G2×V' #°
3 --x ÷ 'B ² 6â Ò g&öÒ "FÆ-"÷WF-Ç2æ§2#°
4
5 -G- R BE &÷ 2 Ò G&÷ F÷vääÖVçU &-Ö-F-fräÆ &VÅ &÷ 2 b °
6 minset?: boolean;
7 -Ó°
8
9 -ÆWB 6Æ 74æ ÖSç BE &÷ 5²&6Æ 72%Ò Ò VæFVf-æVC°
10 -W‡ ÷ 'B ÆWB -ç6WCç BE &÷ 5²&-ç6WB%Ò Ò VæFVf-æVC°
11 -W‡ ÷ 'B ² 6Æ 74æ ÖR 2 6Æ 72 Ó°
12 </script>
13
14 <DropdownMenuPrimitive.Label
15 -6Æ 73×¶6â, ' ,Ó" 'Ó ãR FW‡BÖÖB föçB×6VÖ-&öÆB"Â -ç6WB bb ' ÂÓ,"Â 6Æ 74æ ÖR-Ð
16 -²âââBG&W7E &÷ 7Ð
17 >
18 "Ç6Æ÷B óà
19 </DropdownMenuPrimitive.Label>
20
```

frontend/src/lib/components/ui/dropdown-menu/dropdown-menu-radio-group.svelte

```
1 <script lang="ts">
2 --x ÷ 'B ² G&÷ F÷väÖVçR 2 G&÷ F÷väÖVçU &-Ö-F-fr Ò g&öÒ &&-G2×V' #°
3
4 -G- R BE &÷ 2 Ò G&÷ F÷väÖVçU &-Ö-F-frå& F-ôw&÷W &÷ 3°
5
6 -W† ÷ 'B ÆWB f ÇVSç BE &÷ 5² 'f ÇVR%Ò Ò VæFVf-æVC°
7 </script>
8
9 <DropdownMenuPrimitive.RadioGroup {...$$restProps} bind:value>
10 "Ç6Æ÷B óà
11 </DropdownMenuPrimitive.RadioGroup>
12
```

frontend/src/lib/components/ui/dropdown-menu/dropdown-menu-radio-item.svelte

```
1 <script lang="ts">
2 --x ÷ 'B ² G&÷ F÷vãÖVçR 2 G&÷ F÷vãÖVçU &-Ö-F-fr Ò g&öð &&-G2×V' #°
3 --x ÷ 'B 6-&6ÆR g&öð &çV6-FR×7fVçFRö-6öç2ö6-&6ÆR #°
4 --x ÷ 'B ² 6â Ò g&öð "FÆ-"÷WF-ç2æ§2#°
5
6 -G- R BE &÷ 2 Ò G&÷ F÷vãÖVçU &-Ö-F-frå& F-ô-FVÕ &÷ 3°
7 -G- R BDWfVçG2 Ò G&÷ F÷vãÖVçU &-Ö-F-frå& F-ô-FVÔwfVçG3°
8
9 -ÆWB 6Æ 74æ ÖSç BE &÷ 5²&6Æ 72%Ò Ò VæFVf-æVC°
10 -W‡ ÷ 'B ÆWB f çVSç BE &÷ 5²'f çVR%Ó°
11 -W‡ ÷ 'B ² 6Æ 74æ ÖR 2 6Æ 72 Ó°
12 </script>
13
14 <DropdownMenuPrimitive.RadioItem
15 -6Æ 73×¶6â€
16 ™"relative flex cursor-default select-none items-center rounded-sm py-1.5
pl-8 pr-2 text-sm outline-none data-[disabled]:pointer-events-none data-
[highlighted]:bg-accent data-[highlighted]:text-accent-foreground data-
[disabled]:opacity-50",
17 ™className
18 '→Đ
19 --.f çVWĐ
20 -²âââBG&W7E &÷ 7Đ
21 -öã|6Æ-6°
22 -öã|¶W-F÷vâ
23 -öã|fö7W6-à
24 -öã|fö7W6÷W@
25 -öã§ ö-çFW&F÷vâ
26 -öã§ ö-çFW&ÆV fP
27 -öã§ ö-çFW&Ö÷fP
28 >
29 "ç7 â 6Æ 73ð& '6öçWFR ÆVgBÓ" fÆW, ,Ó2âR rÓ2âR -FV×2Ö6VçFW" §W7F-g'Ö6VçFW"#à
30 ™<DropdownMenuPrimitive.RadioIndicator>
31 ™"Ä6-&6ÆR 6Æ 73ð&,Ó" rÓ" f-ÆÄÖ7W'&VçB" óà
32 ™</DropdownMenuPrimitive.RadioIndicator>
33 "Â÷7 ââ
34 "ç6Æ÷B óà
35 </DropdownMenuPrimitive.RadioItem>
36
```

frontend/src/lib/components/ui/dropdown-menu/dropdown-menu-
separator.svelte

```
1 <script lang="ts">
2 --x ÷ 'B ² G&÷ F÷vääÖVçR 2 G&÷ F÷vääÖVçU &-Ö-F-fr Ò g&öÒ &&-G2×V' #°
3 --x ÷ 'B ² 6â Ò g&öÒ "FÆ-"÷WF-Ç2æ§2#°
4
5 -G- R BE &÷ 2 Ò G&÷ F÷vääÖVçU &-Ö-F-frå6W & F÷% &÷ 3°
6
7 -ÆWB 6Æ 74æ ÖSç BE &÷ 5²&6Æ 72%Ò Ò VæFVf-æVC°
8 -W‡ ÷ 'B ² 6Æ 74æ ÖR 2 6Æ 72 Ó°
9 </script>
10
11 <DropdownMenuPrimitive.Separator
12 -6Æ 73×¶6â,"Ö×,Ó ×'Ó ,× , &rÖ×WFVB"Â 6Æ 74æ ÖR-Ð
13 -²âââBG&W7E &÷ 7Ð
14 />
15
```

frontend/src/lib/components/ui/dropdown-menu/dropdown-menu-
shortcut.svelte

```
1 <script lang="ts">
2 --x ÷ 'B G— R ² ...DÔÄ GG&-'WFW2 Ò g&öÒ '7fVÇFRÖVÆVÖVÇG2#°
3 --x ÷ 'B ² 6â Ò g&öÒ "FÆ-"÷WF-Ç2æ§2#°
4
5 -G— R BE &÷ 2 Ò ...DÔÄ GG&-'WFW3Ä...DÔÄ7 ävÆVÖVÇCã°
6
7 -ÆWB 6Æ 74æ ÖSç BE &÷ 5²&6Æ 72%Ò Ò VæFVf-æVC°
8 -W‡ ÷ 'B ² 6Æ 74æ ÖR 2 6Æ 72 Ó°
9 </script>
10
11 <span class={cn("ml-auto text-xs tracking-widest opacity-60", className)}
12 {...$$restProps}>
13 "Ç6Æ÷B óà
14 </span>
```

frontend/src/lib/components/ui/dropdown-menu/dropdown-menu-sub-content.svelte

```
1 <script lang="ts">
2 --x ÷ 'B ² G&÷ F÷vãÖVÇR 2 G&÷ F÷vãÖVÇU &-Ö-F-fR Ò g&öÒ &&-G2×V'##°
3 --x ÷ 'B ² 6âÂ fÇ" æE66 ÆR Ò g&öÒ "FÆ-"÷WF-Ç2æ§2#°
4
5 -G- R BE &÷ 2 Ò G&÷ F÷vãÖVÇU &-Ö-F-frå7V$6öçFVÇE &÷ 3°
6 -G- R BDWfVÇG2 Ò G&÷ F÷vãÖVÇU &-Ö-F-frå7V$6öçFVÇDWfVÇG3°
7
8 -ÆWB 6Æ 74æ ÖSç BE &÷ 5²&6Æ 72%Ò Ò VæFVf-æVC°
9 -W† ÷ 'B ÆWB G& ç6-F-öãç BE &÷ 5²'G& ç6-F-öâ%Ò Ò fÇ" æE66 ÆS°
10 -W† ÷ 'B ÆWB G& ç6-F-öä6öæf-sç BE &÷ 5²'G& ç6-F-öä6öæf-r%Ò Ò °
11 ™x: -10,
12 ™y: 0,
13 -Ö°
14 -W† ÷ 'B ² 6Æ 74æ ÖR 2 6Æ 72 Ó°
15 </script>
16
17 <DropdownMenuPrimitive.SubContent
18 --G& ç6-F-öçÐ
19 --G& ç6-F-öä6öæf-wÐ
20 -6Æ 73×¶6â€
21 ™"z-50 min-w-[8rem] rounded-md border bg-popover p-1 text-popover-
foreground shadow-lg focus:outline-none",
22 ™className
23 '-Ð
24 -²âââBG&W7E &÷ 7Ð
25 -öã|¶W-F÷vâ
26 -öã|fö7W6÷W@
27 -öã§ ö-çFW&Ö÷fP
28 >
29 "Ç6Æ÷B óà
30 </DropdownMenuPrimitive.SubContent>
31
```


frontend/src/lib/components/ui/dropdown-menu/dropdown-menu-sub-trigger.svelte

```
1 <script lang="ts">
2 --x ÷ 'B ² G&÷ F÷vãÖVçR 2 G&÷ F÷vãÖVçU &-Ö-F-fR Ò g&öð &&-G2×V'##°
3 --x ÷ 'B 6†Wg&öâ&-v‡B g&öð &çV6-FR×7fVçFRö-6öç2ö6†Wg&öâ×&-v‡B##°
4 --x ÷ 'B ² 6â Ò g&öð "FÆ-"÷WF-ç2æ§2#°
5
6 -G- R BE &÷ 2 Ò G&÷ F÷vãÖVçU &-Ö-F-fRå7V%G&-vvW% &÷ 2 b °
7 ™inset?: boolean;
8 -Ó°
9 -G- R BDWfVçG2 Ò G&÷ F÷vãÖVçU &-Ö-F-fRå7V%G&-vvW$WfVçG3°
10
11 -ÆWB 6Æ 74æ ÖSç BE &÷ 5²&6Æ 72%Ò Ò VæFVf-æVC°
12 -W‡ ÷ 'B ÆWB -ç6WCç BE &÷ 5²&-ç6WB%Ò Ò VæFVf-æVC°
13 -W‡ ÷ 'B ² 6Æ 74æ ÖR 2 6Æ 72 Ó°
14 </script>
15
16 <DropdownMenuPrimitive.SubTrigger
17 -6Æ 73×¶6â€
18 ™"flex cursor-default select-none items-center rounded-sm px-2 py-1.5 text-
sm outline-none data-[highlighted]:bg-accent data-[state=open]:bg-accent data-
[highlighted]:text-accent-foreground data-[state=open]:text-accent-
foreground",
19 ™inset && "pl-8",
20 ™className
21 '→Ð
22 -²âââBG&W7E &÷ 7Ð
23 -öã|6Æ-6°
24 -öã|¶W-F÷vâ
25 -öã|fö7W6-â
26 -öã|fö7W6÷W@
27 -öã§ ö-çFW&ÆV fP
28 -öã§ ö-çFW&Ö÷fP
29 >
30 "ç6Æ÷B óà
31 "Ä6†Wg&öâ&-v‡B 6Æ 73Ò&ÖÂÖ WFð ,ÓB rÓB" óà
32 </DropdownMenuPrimitive.SubTrigger>
33
```

frontend/src/lib/components/ui/dropdown-menu/index.ts

```
1 import DropdownMenu as DropdownMenuPrimitive from "bits-ui" import Item from "./dropdown-menu-item.svelte" import Label from "./dropdown-menu-label.svelte" import Content from "./dropdown-menu-content.svelte" import Shortcut from "./dropdown-menu-shortcut.svelte" import RadioItem from "./dropdown-menu-radio-item.svelte" import Separator from "./dropdown-menu-separator.svelte" import RadioGroup from "./dropdown-menu-radio-group.svelte" import SubContent from "./dropdown-menu-sub-content.svelte" import SubTrigger from "./dropdown-menu-sub-trigger.svelte" import CheckboxItem from "./dropdown-menu-checkbox-item.svelte" const SubDropdownMenuPrimitiveSubconstRootDropdownMenuPrimitiveRootconstTriggerDropdownMenuPrimitiveTriggerconstGroupDropdownMenuPrimitiveGroupexportSubRootItemLabelGroupTriggerContentShortcutSeparatorRadioItemSubContentSubTriggerRadioGroupCheckboxItem//RootasDropdownMenuSubasDropdownMenuSubItemasDropdownMenuItemLabelasDropdownMenuLabelGroupasDropdownMenuGroupContentasDropdownMenuContentTriggerasDropdownMenuTriggerShortcutasDropdownMenuShortcutRadioItemasDropdownMenuRadioItemSeparatorasDropdownMenuSeparatorRadioGroupasDropdownMenuRadioGroupSubContentasDropdownMenuSubContentSubTriggerasDropdownMenuSubTriggerCheckboxItemasDropdownMenuCheckboxItem { } ;
2 ;
3 ;
4 ;
5 ;
6 ;
7 ;
8 ;
9 ;
10 ;
11 ;
12
13 = .;
14 = .;
15 = .;
16 = .;
17
18 {
19 'À
20 'À
21 'À
22 'À
23 'À
24 'À
25 'À
26 'À
27 'À
28 'À
29 'À
30 'À
31 'À
32 'À
33 •
34 ' À
35 ' À
36 ' À
37 ' À
38 ' À
39 ' À
40 ' À
41 ' À
42 ' À
```

43 ' À
44 ' À
45 ' À
46 ' À
47 ' À
48 };
49

frontend/src/lib/components/ui/input/index.ts

```
1 import Root from './input.svelte' export type FormInputEvent extends Event { event:
currentTarget: EventTarget & HTMLInputElement; } export type InputEvents = { blur:
FormInputEvent; focus: FormInputEvent; focusin: FormInputEvent; focusout: FormInputEvent;
focus: FormInputEvent; focus: FormInputEvent; keydown: FormInputEvent; keyboardEvent:
FormInputEvent; keyboardEvent: FormInputEvent; keyup: FormInputEvent; keyboardEvent:
FormInputEvent; mouseenter: FormInputEvent; mouseleave: FormInputEvent; mouseover:
FormInputEvent; mouseover: FormInputEvent; paste: FormInputEvent; paste: FormInputEvent;
clipboardEvent: FormInputEvent; clipboardEvent: FormInputEvent; input: FormInputEvent;
input: FormInputEvent; } export Root // Root as Input;
2
3 <T = > = T & {
4 "ç b °
5 };
6 = {
7 "ç Ãã°
8 "ç Ãã°
9 "ç Ãã°
10 "ç Ãã°
11 "ç Ãã°
12 "ç Ãã°
13 "ç Ãã°
14 "ç Ãã°
15 "ç Ãã°
16 "ç Ãã°
17 "ç Ãã°
18 "ç Ãã°
19 "ç Ãã°
20 "ç Ãã°
21 };
22
23 {
24 'À
25 •
26 ' À
27 };
28
```

frontend/src/lib/components/ui/input/input.svelte

```
1 <script lang="ts">
2 --x ÷ 'B G— R ² ...DÔÄ-Ç WD GG&-'WFW2 Ò g&öÖ '7fVÇFRÖVÆVÖVÇG2#°
3 --x ÷ 'B G— R ² -Ç WDWfVÇG2 Ò g&öÖ "âö-æFW,æ§2#°
4 --x ÷ 'B ² 6â Ò g&öÖ "FÆ-"÷WF-Ç2æ§2#°
5
6 -G— R BE &÷ 2 Ò ...DÔÄ-Ç WD GG&-'WFW3°
7 -G— R BDWfVÇG2 Ò -Ç WDWfVÇG3°
8
9 -ÆWB 6Æ 74æ ÖSç BE &÷ 5²&6Æ 72%Ö Ò VæFVf-æVC°
10 -W† ÷ 'B ÆWB f ÇVSç BE &÷ 5²'f ÇVR%Ö Ò VæFVf-æVC°
11 -W† ÷ 'B ² 6Æ 74æ ÖR 2 6Æ 72 Ó°
12 </script>
13
14 <input
15 -6Æ 73×¶6â€
16 ™"flex h-10 w-full border border-input border-black border-dashed bg-
background px-3 py-2 text-xl ring-offset-background file:border-0 file:bg-
transparent file:text-xl file:font-medium placeholder:text-muted-foreground
focus-visible:outline-none focus-visible:ring-2 focus-visible:ring-red-500
focus-visible:ring-offset-2 disabled:cursor-not-allowed disabled:opacity-50",
17 ™className
18 '-Ð
19 -&-æC§f ÇVP
20 -öä|&ÇW
21 -öä|6† ævP
22 -öä|6Æ-6°
23 -öä|fö7W0
24 -öä|fö7W6-à
25 -öä|fö7W6÷W@
26 -öä|¶W-F÷vâ
27 -öä|¶W- &W70
28 -öä|¶W-W
29 -öä|Ö÷W6V÷fW
30 -öä|Ö÷W6VVÇFW
31 -öä|Ö÷W6VÆV fP
32 -öä§ 7FP
33 -öä|-Ç W@
34 -²âââBG&W7E &÷ 7Ð
35 />
36
```

frontend/src/lib/index.ts

1 // place files you want to import through the `\$lib` alias in this folder.

2

frontend/src/lib/stores.ts

```
1 import { writable } from "svelte/store";
2
3
4 export const userStore = writable({})
```

frontend/src/lib/supabase.ts

```
1 import { supabase } from '@supabase/supabase-js'
2 import { PUBLIC_SUPABASE_URL, PUBLIC_SUPABASE_ANON_KEY } from '$env/static/public'
3 export const createClient = (url: string, anonKey: string) => {
4   const supabase = createClient(PUBLIC_SUPABASE_URL, PUBLIC_SUPABASE_ANON_KEY)
5   return supabase
6 }
7
8 export interface SupabaseClientAuth {
9   signIn: (data: { email: string, password: string }) => Promise<string | null>
10 }
11
12 export const supabaseClientAuth: SupabaseClientAuth = {
13   signIn: (data) => {
```


frontend/src/lib/utils.ts

```
1 import type ClassValue from "clsx" import from "tailwind-merge" import from "svelte/
easing" import type TransitionConfig from "svelte/transition" export function cn
...inputs: ClassValue[] return twMerge(clsxTypeFlyAndScaleParams number number
number number export const nodeElement params FlyAndScaleParams y 8x0 start 0.95 duration
150 TransitionConfig const getComputedStyle const transform "none" "" transform
const scaleConversion
2  valueA: number number number number const const const const return const style
Record string number string undefined string return Object keys reduce(str,
key if undefined return return `${key}${style[key]}"" return duration duration 200 delay
0 css(t const scaleConversion 01 y 50 const scaleConversion 01 x 00 const scaleConversion 01
start 0.95 1 return style ToString transform `${transform}${x}${y}${scale}opacity
easing { , clsx } ;
3 { twMerge } ;
4 { cubicOut } ;
5 { } ;
6
7 () {
8 ' , + - * % ' °
9 }
10
11 = {
12 - " °
13 - f °
14 - 7F ' °
15 - GW & F - ð °
16 };
17
18 flyAndScale = (
19 " ¢ Å
20 " ¢ ò ² ¢ ò Å ¢ Å ¢ Å ¢ Ð
21 ): => </span> {
22 ' 7G-ÆR ò ¢ æ ö FR °
23 ' G & ¢ f ÷ & ò ò 7G-ÆR â Ó Ó ò ò ¢ 7G-ÆR ã °
24
25 ' ò , Ì
26  scaleA: [ , ],
27  scaleB: [ , ]
28 </span>) => {
29  [minA, maxA] = scaleA;
30  [minB, maxB] = scaleB;
31
32  percentage = (valueA - minA) / (maxA - minA);
33  valueB = percentage * (maxB - minB) + minB;
34
35  valueB;
36 - Ó °
37
38 ' 7G-ÆUF ö 7G & - æ r ò €
39  : < , | | >
40 ' " ¢ Ó ã /span> {
41  .(style).() = * /span> {
42  ' ‡ 7G-ÆU ¶ ¶ W • ò Ó Ó ò ' 7G # °
43  ' 7G " ² £ ¶ /span>;
44  }, , );
45 - Ó °
46
47 ' °
48  : params. ?? ,
```

```

49 TM: ,
50 TM: ) = $\int$ span> {
51 TM' ' ò †BÂ ²Â ÒÂ . & ×2â óð Â Ò"°
52 TM' , ò †BÂ ²Â ÒÂ . & ×2â óð Â Ò"°
53 TM' 66 ÆR Ò †BÂ ²Â ÒÂ . & ×2â óð Â Ò"°
54
55 TM' †°
56 TMTM: translate3d(px, px, 0) scale( $\int$ span>,
57 TMTM: t
58 TM—Ò"°
59 TM},
60 TM: cubicOut
61 —Ó°
62 };

```

frontend/src/routes/+layout.server.ts

```
1 import from '$lib/supabase' interface UserObject key string any /** @type import('./
$types').LayoutServerLoad export async function load { locals } // fetch additional
user data always const data await auth.getUser var user_object UserObject if user null let
await from 'users' select 'username' eq 'uuid' user id if null username 0 username return
user // Otherwise if the user is already set on the server, return it if user
return user user { supabase } ;
2
3 {
4   [: ]:
5 }
6
7 {} */</span>
8   () {
9   .
10  .
11  ' ² ¢ 7W  & 6UW6W" Ò Ò 7W  & 6Rââ, "°
12  ' ¢ Ò 7W  & 6UW6W#°
13
14  ' ‡7W  & 6UW6W"â Ò ' °
15  ™ { data, error } = supabase.().().(, supabaseUser..);
16  ™ (data != ) {
17  ™ -W6W%ö&|V7Bâ Ò F F µÖã°
18  ™ ' °
19  ™ ™: user_object
20  ™ -Ö°
21  ™ }
22
23  -Ð
24
25  .
26  ' †ÆÖ6 ¸2â' °
27  ' °
28  ™: locals.
29  ' Ö°
30  -Ð
31
32  }
```

frontend/src/routes/+layout.svelte

```
1 <script>
2 import "../app.pcss";
3 import { supabase } from '$lib/supabase';
4 import { invalidate } from '$app/navigation';
5 import { onMount } from 'svelte';
6 import { userStore } from "@stores";
7
8 export let data;
9 userStore.set(data.user)
10
11 // event listener in +layout.svelte will update the user store whenever
the authentication state changes
12 onMount(() => {
13     const { data: { subscription } } =
supabase.auth.onAuthStateChange((event, session) => {
14         if (session?.expires_at !== session?.expires_at) {
15             invalidate('supabase:auth'); // re-trigger load function server
side
16         }
17
18         if(event == 'SIGNED_OUT') {
19             invalidate('supabase:auth');
20         }
21     });
22
23     return () => subscription.unsubscribe();
24 });
25
26 </script>
27
28 <svelte:head>
29     <title>Phaser Svelte Template</title>
30 </svelte:head>
31
32 <slot></slot>
33
34 <style>
35     :global(body) {
36         margin: 0;
37         padding: 0;
38         color: rgba(0, 0, 0, 0.87);
39         /*background-color: #ffeab8;*/
40         font-family: monogram, Arial, Helvetica, sans-serif;
41         font-size: 1.5rem;
42     }
43
44 </style>
```

frontend/src/routes/+page.server.ts

```
1 // We need this empty file to trigger the hooks.server.ts auth checks even
  when client side page changes/** @typeimport('./$types').LayoutServerLoad
  exportasyncfunctionload
2
3  {} */</span>
4    () {
5
6  }
```

frontend/src/routes/+page.svelte

```
1 <script lang="ts">
2   import { goto } from "$app/navigation";
3   import { Button } from "$lib/components/ui/button/index";
4   import Navbar from "@components/Navbar.svelte";
5
6 </script>
7
8 <svelte:head>
9   <title>Our Browser Game</title>
10 </svelte:head>
11
12 <main class="max-w-4xl mx-auto px-20 py-8 bg-gradient-to-b from-
green-100 via-green-200 to-green-100 border-x border-black">
13   <Navbar />
14
15   <h1 class="text-4xl font-bold text-center mb-8">Welcome to Our Browser
Game!</h1>
16
17   <section class="mb-8">
18     <h2 class="text-2xl font-bold mb-4">About the Game</h2>
19     <p class="text-gray-700">
20       Our game is a 2D pixel art dungeon-based adventure where players
control a hero on a journey through Hell,
21       Purgatory, and then Paradise. Along the way, the hero encounters
various enemies and challenges, which they must
22       overcome using their skills and abilities.
23     </p>
24   </section>
25
26   <section class="mb-8">
27     <h2 class="text-2xl font-bold mb-4">Gameplay Features</h2>
28     <ul class="list-disc pl-4 text-gray-700">
29       <li>Pixel art graphics for a retro aesthetic</li>
30       <li>Multiple levels representing different realms</li>
31       <li>Unique enemies and bosses to battle</li>
32       <li>Upgradeable skills and equipment</li>
33       <li>Interactive environment with hidden secrets</li>
34     </ul>
35   </section>
36
37   <section class="mb-8">
38     <h2 class="text-2xl font-bold mb-4">Screenshots</h2>
39     <div class="flex flex-wrap justify-center">
40       
41       
42     </div>
43   </section>
44
45   <section>
46     <h2 class="text-2xl font-bold mb-4">Get Started</h2>
47     <p class="text-gray-700 mb-4">Ready to embark on your epic
adventure? Sign up now and start playing!</p>
48     <Button type="button" on:click={()=>goto('/signup')} class="flex
self center text-xl py-2 mt-4 bg-red-500 hover:bg-red-600 text-white font-
bold rounded-md">Sign up</Button>
49   </section>
```

50 </main>

frontend/src/routes/api/sign-out/+server.ts

```
1 import from '$lib/supabase' /** @type {import('.$types').RequestHandler} export
2 async function POST({ request }): { request: Request } {
3   await auth.signOut()
4   return new Response(JSON.stringify({ message: "logged out!" }), {
5     status: 200,
6     headers: {
7       'Content-Type': 'application/json'
8     }
9   })
10 }
11 }
```


frontend/src/routes/login/+page.server.ts

```
1 import from '$lib/supabase' import from '@sveltejs/kit' export const /** @type
import('./$types').Actions login async request Request const await formData const email
string get 'email' as string const password string get 'password' as string if return fail
400 message 'All fields are required' // Validate email format const /
^[^\s@]+@[^\s@]+\.[^\s@]+$ / if test return fail 400 message 'Invalid email format' //
Login user const data error await auth signInWithPassword email password if return fail
400 message message else return success true loginData { supabase } ;
2 { fail, json } ;
3
4   actions = {
5
6     {} */</span>
7   : ({ request } : { : }) => {
8     formData = request.();
9     : = formData.() ;
10    : = formData.() ;
11
12
13    (!email || !password) {
14      (, { : }) ;
15    }
16
17
18    emailRegex = ;
19    (!emailRegex(email)) {
20      (, { : }) ;
21    }
22
23
24    { : loginData, : loginError } = supabase..({
25      : email,
26      : password,
27    });
28
29    (loginError)
30      (, { : loginError. });
31
32    { : , : loginData };
33  }
34
35
36 }
```

frontend/src/routes/login/+page.svelte

```
1 <script lang="ts">
2   import { Input } from "$lib/components/ui/input";
3   import { Button } from "$lib/components/ui/button/index.js";
4   import Reload from "svelte-radix/Reload.svelte";
5   import { enhance, applyAction } from '$app/forms';
6   import { goto } from '$app/navigation';
7   import { userStore } from "@stores";
8   import { supabase } from "@supabase";
9
10  let email = '';
11  let password = '';
12  let supabaseError: string;
13  let isLoading: boolean = false;
14
15 </script>
16
17
18 <div id="bg" class="flex h-screen justify-center items-center">
19
20   <form
21     class="w-full max-w-md space-y-4"
22     method="POST"
23     action="/login?/login"
24     use:enhance=(({ formElement, formData, action, cancel, submitter })
25 => {
26     /* https://kit.svelte.dev/docs/form-actions#loading-data */
27
28     isLoading = true;
29
30     formData.append('email', email);
31     formData.append('password', password);
32
33     return async ({ result, update }) => {
34       if (result.type === 'success') {
35         userStore.set(await supabase.auth.getUser()); // Update client
36         side store containing logged-in user data
37         goto('/');
38       } else if (result.type === 'failure') {
39         supabaseError = ' ' + (result.data?.message ?? 'An unexpected
40 error occurred. ');
41       }
42
43       await applyAction(result) // Update store $page.form with return
44       values of the action
45       isLoading = false;
46     };
47   }}>
48
49   <div class="flex flex-col gap-2 px-10 pt-10 pb-2 z-50 rounded drop-
50 shadow-xl text-xl border border-black border-dashed bg-green-300">
51
52     <h1 class="text-2xl font-bold">Login into your account</h1>
53
54     <div class="flex flex-col">
55       <label for="email">Email</label>
56       <Input type="text" id="email" bind:value={email} required />
57     </div>
```

```

54
55         <div class="flex flex-col">
56             <label for="password">Password</label>
57             <Input type="password" id="password" bind:value={password}
required />
58         </div>
59
60         <Button type="submit" class="flex self center text-xl py-2
mt-4 bg-red-500 hover:bg-red-600 text-white font-bold rounded-md"
disabled="{isLoading}">
61             {#if isLoading }
62             <Reload class="mr-2 h-4 w-4 animate-spin" />
63             { :else }
64             <svg xmlns="http://www.w3.org/2000/svg" fill="none"
viewBox="0 0 24 24" stroke-width="1.5" stroke="currentColor" class="w-6 h-6">
65                 <path stroke-linecap="round" stroke-linejoin="round"
d="m8.25 4.5 7.5 7.5-7.5 7.5" />
66             </svg>
67             { /if }
68
69
70             Login
71         </Button>
72
73         {#if supabaseError}
74         <div class="flex gap-2 items-center mt-2 drop-shadow-md bg-
red-200 p-1 rounded">
75             <svg xmlns="http://www.w3.org/2000/svg" fill="none"
viewBox="0 0 24 24" stroke-width="1.5" stroke="currentColor" class="w-6 h-6
text-red-600">
76                 <path stroke-linecap="round" stroke-linejoin="round"
d="M12 9v3.75m9-.75a9 9 0 1 1-18 0 9 9 0 0 1 18 0Zm-9
3.75h.008v.008H12v-.008Z" />
77             </svg>
78             <p class="text-red-600">- {supabaseError}</p>
79         </div>
80         { /if }
81
82         <div class="self-end text-md">don't have an account? <a href="/
signup" class="text-red-600 hover:text-red-500 hover:underline">Sign up here</
a></div>
83
84     </div>
85
86 </form>
87
88 </div>
89
90 <style>
91     #bg {
92         background-image: url('/assets/opaquebg.jpeg');
93         background-size: cover;
94         background-position: center;
95         background-repeat: no-repeat;
96         opacity: 0.8;
97         z-index: 1;
98     }
99 </style>

```

frontend/src/routes/play/+page.server.ts

```
1 export const false ssr = ;  
2
```

frontend/src/routes/play/+page.svelte

```
1 <script lang="ts">
2
3   import type { Scene } from "phaser";
4   import type { MainMenu } from "../../game/scenes/MainMenu";
5   import PhaserGame, { type TPhaserRef } from "../../game/
PhaserGame.svelte";
6
7   // References to the PhaserGame component (game and scene are exposed)
8   let phaserRef: TPhaserRef = { game: null, scene: null};
9
10  const changeScene = () => {
11
12    const scene = phaserRef.scene as MainMenu;
13
14    console.log("scene", scene)
15    if (scene)
16    {
17      scene.changeScene();
18    }
19  }
20
21 }
22
23 // Event emitted from the PhaserGame component
24 const currentScene = (scene: Scene) => {
25   console.log("current scene: ", scene)
26 }
27
28 </script>
29
30 <div id="app">
31   <PhaserGame bind:phaserRef={phaserRef}
currentActiveScene={currentScene} />
32   <div>
33     <div>
34       <button class="button" on:click={changeScene}>Change Scene</
button>
35     </div>
36   </div>
37 </div>
38
39 <style>
40   #app {
41     width: 100%;
42     height: 100vh;
43     overflow: hidden;
44     display: flex;
45     justify-content: center;
46     align-items: center;
47   }
48
49
50   .button {
51     width: 140px;
52     margin: 10px;
53     padding: 10px;
54     background-color: #000000;
55     color: rgba(255, 255, 255, 0.87);
```

```
56     border: 1px solid rgba(255, 255, 255, 0.87);
57     cursor: pointer;
58     transition: all 0.3s;
59
60     &:hover {
61         border: 1px solid #0ec3c9;
62         color: #0ec3c9;
63     }
64
65     &:active {
66         background-color: #0ec3c9;
67     }
68
69     /* Disabled styles */
70     &:disabled {
71         cursor: not-allowed;
72         border: 1px solid rgba(255, 255, 255, 0.3);
73         color: rgba(255, 255, 255, 0.3);
74     }
75 }
76 </style>
77
```

frontend/src/routes/signup/+page.server.ts

```
1 import from '$lib/supabase' import from '@sveltejs/kit' export const /** @type
import('./$types').Action & Signup async request Request const await form Data const
email string get 'email' as string const username string get 'username' as string const
password string get 'password' as string if return fail 400 message 'All fields are
required' // Validate email format const /^[^\s@]+@[^\s@]+\.[^\s@]+$/ if test return
fail 400 message 'Invalid email format' // Validate username length if length 3 length
20 return fail 400 message 'Username must be between 3 and 20 characters' // Check
if username is available const await from 'uenti' select 'username' eq 'username'
limit 1 if return fail 500 message 'Error checking username availability' if length 0
return fail 400 message 'Username already taken' // Sign up user const data error await
auth sign Up email password option email RedirectTo "http://localhost:5173/" // TODO
data username if return fail 400 message message else // Add referencing data to
uenti table const data error await from 'uenti' insert uuid user id username if return
fail 500 message message return success true { supabase } ;
2 { fail, json } ;
3
4 actions = {
5
6   {} */</span>
7   : ({ request } : { : }) => {
8     formData = request.();
9     : = formData.() ;
10    : = formData.() ;
11    : = formData.() ;
12
13    (!email || !username || !password) {
14      (, { : }) ;
15    }
16
17
18    emailRegex = ;
19    (!emailRegex(email)) {
20      (, { : }) ;
21    }
22
23
24    (username. < || username. > ) {
25      (, { : }) ;
26    }
27
28
29    { data, error } = supabase.().().(, username).();
30    (error) {
31      (, { : }) ;
32    }
33
34    (data. > ) {
35      (, { : }) ;
36    }
37
38
39    { : signupData, : signupError } = supabase..({
40      : email,
41      : password,
42      : {
43        :
44        : { : username },
45      },
```

```

46     });
47
48     (signupError) {
49         (, { : signupError. });
50     } {
51
52         { : profileData, : profileError } = supabase.().({
53             : signupData??.?.,
54             : username,
55         });
56
57         (profileError) {
58             (, { : profileError. });
59         }
60
61         { : };
62     }
63
64 }
65
66
67 }

```


frontend/src/routes/signup/+page.svelte

```
1 <script lang="ts">
2 --x ÷ 'B ² Ç" 7F-öâÂ Væt æ6R Ò g&öÖ rF öf÷&x2s°
3 import { Input } from "$lib/components/ui/input";
4 import { Button } from "$lib/components/ui/button/index.js";
5 import Reload from "svelte-radix/Reload.svelte";
6
7 let email = '';
8 let username = '';
9 let password = '';
10 let isLoading = false;
11 let isSignedUp = false;
12 let supabaseError: string = '';
13 let successMessage: string = '';
14
15 </script>
16
17
18 <div id="bg" class="flex h-screen justify-center items-center">
19
20 <form action="/signup?/signup" method="POST" class="w-full max-w-md
space-y-4"
21 use:enhance=(({ formElement, formData, action, cancel, submitter })
=> {
22 /* https://kit.svelte.dev/docs/form-actions#loading-data */
23
24 supabaseError = '';
25 successMessage = '';
26 isLoading = true;
27
28 formData.append('email', email);
29 formData.append('username', username);
30 formData.append('password', password);
31
32 return async ({ result, update }) => {
33 if (result.type === 'success') {
34 successMessage = 'Done! Check your inbox for confirmation'
35
36 } else if (result.type === 'failure') {
37 supabaseError = '' + (result.data?.message ?? 'An unexpected
error occurred.');
```

```
38 }
39
40 await applyAction(result) // Aggiorna lo store $page.form con i
valori di ritorno della action
41 isLoading = false;
42 };
43 }}>
44
45 <div class="flex flex-col gap-2 px-10 pt-10 pb-2 z-50 rounded drop-
shadow-xl text-xl border border-black border-dashed bg-green-300">
46
47 <h1 class="text-2xl font-bold">Create your new account!</h1>
48
49 <div class="flex flex-col">
50 <label for="email">Email</label>
51 <Input type="email" bind:value={email} id="email" required /
>
52 </div>
```

```

53
54         <div class="flex flex-col">
55             <label for="username">Username</label>
56             <Input type="username" bind:value={username} id="username"
required />
57         </div>
58
59         <div class="flex flex-col">
60             <label for="password">Password</label>
61             <Input type="password" bind:value={password}
id="password" required />
62         </div>
63
64         <Button type="submit" class="flex self center text-xl py-2
mt-4 bg-red-500 hover:bg-red-600 text-white font-bold rounded-md"
disabled="{isLoading || isSignedUp}">
65             {#if isLoading}
66             <Reload class="mr-2 h-4 w-4 animate-spin" />
67             { :else}
68             <svg xmlns="http://www.w3.org/2000/svg" fill="none"
viewBox="0 0 24 24" stroke-width="1.5" stroke="currentColor" class="w-6 h-6">
69                 <path stroke-linecap="round" stroke-linejoin="round"
d="m8.25 4.5 7.5 7.5-7.5 7.5" />
70             </svg>
71             { /if}
72
73
74             Sign Up
75         </Button>
76
77         {#if supabaseError !== ''}
78         <div class="flex gap-2 items-center mt-2 drop-shadow-md bg-
red-200 p-1 rounded">
79             <svg xmlns="http://www.w3.org/2000/svg" fill="none"
viewBox="0 0 24 24" stroke-width="1.5" stroke="currentColor" class="w-6 h-6
text-red-600">
80                 <path stroke-linecap="round" stroke-linejoin="round"
d="M12 9v3.75m9-.75a9 9 0 1 1-18 0 9 9 0 0 1 18 0Zm-9
3.75h.008v.008H12v-.008Z" />
81             </svg>
82             <p class="text-red-600">- {supabaseError}</p>
83         </div>
84         { /if}
85
86         {#if successMessage !== ''}
87         <div class="flex items-center mt-2 drop-shadow-md bg-
green-300 rounded">
88             <svg xmlns="http://www.w3.org/2000/svg" fill="none"
viewBox="0 0 24 24" stroke-width="1.5" stroke="currentColor" class="w-8 h-8
text-green-600">
89                 <path stroke-linecap="round" stroke-
linejoin="round" d="m4.5 12.75 6 6 9-13.5" />
90             </svg>
91
92             <p class="text-green-700">{successMessage}</p>
93         </div>
94         { /if}
95
96         <div class="self-end text-md">already have an account? <a
href="/login" class="text-red-600 hover:text-red-500 hover:underline">Log in
here</a></div>

```

```
97
98     </div>
99
100 </form>
101
102 </div>
103
104 <style>
105     #bg {
106         background-image: url('/assets/opaquebg.jpeg');
107         background-size: cover;
108         background-position: center;
109         background-repeat: no-repeat;
110         opacity: 0.8;
111         z-index: 1;
112     }
113 </style>
```

frontend/src/routes/statistics/+page.server.ts

```
1 // We need this empty file to trigger the hooks.server.ts auth checks even
  when client side page changes/** @typeimport('./$types').LayoutServerLoad
  exportasyncfunctionload
2
3  {} */</span>
4    () {
5
6  }
```

frontend/src/routes/statistics/+page.svelte

```
1 <script lang="ts">
2   import * as Accordion from "$lib/components/ui/accordion/index.js";
3
4 </script>
5
6
7 <div class="bg-slate-600">
8   <h1>Hello</h1>
9   <span class="bg-orange-500"> go back to <a href="/">home</a> </
span>
10 </div>
11
12
13 <Accordion.Root class="w-full sm:max-w-[70%]">
14   <Accordion.Item value="item-1">
15     <Accordion.Trigger>Is it accessible?</Accordion.Trigger>
16     <Accordion.Content>
17       >Yes. It adheres to the WAI-ARIA design pattern.</Accordion.Content>
18   </Accordion.Item>
19   <Accordion.Item value="item-2">
20     <Accordion.Trigger>Is it styled?</Accordion.Trigger>
21     <Accordion.Content>
22       Yes. It comes with default styles that matches the other
components'
23     </Accordion.Content>
24     aesthetic.
25   </Accordion.Content>
26 </Accordion.Item>
27   <Accordion.Item value="item-3">
28     <Accordion.Trigger>Is it animated?</Accordion.Trigger>
29     <Accordion.Content>
30       Yes. It's animated by default, but you can disable it if you
prefer.
31     </Accordion.Content>
32   </Accordion.Item>
33 </Accordion.Root>
```

frontend/src/types.d.ts

```
1 import Session from '@supabase/supabase-js' declare global namespace App { interface
Local { user: Session | null } export { } } ;
2
3 {
4   {
5     {
6       : [] | ;
7     }
8   }
9 }
10
11 {};
```

frontend/svelte.config.js

```
1 import from "@sveltejs/vite-plugin-svelte" /** @type import('@sveltejs/
kit').Config */ const preprocess = vitePreprocess({
  alias: "@/*",
  src: "lib/*"
}) export
default { vitePreprocess } ;
2
3 {}
4 config = {
5   : [({})],
6   : {
7     : {
8       : ,
9     },
10  },
11 };
12
13 config;
```

```

1 import from "tailwindcss/defaultTheme" /** @type import('tailwindcss').Config
const darkMode = "class" content = [
  './src/**/*.{html,js,svelte,ts}',
  ...safelistTheme,
  {
    container: 'center',
    padding: '2rem',
    screens: {
      '2xl': '1400px',
    },
    extend: {
      colors: {
        border: 'hsl(var(--border) / <alpha-value>)',
        input: 'hsl(var(--input) / <alpha-value>)',
        ring: 'hsl(var(--ring) / <alpha-value>)',
        background: 'hsl(var(--background) / <alpha-value>)',
        foreground: 'hsl(var(--foreground) / <alpha-value>)',
        primary: DEFAULT,
        'primary-foreground': 'hsl(var(--primary-foreground) / <alpha-value>)',
        secondary: DEFAULT,
        'secondary-foreground': 'hsl(var(--secondary-foreground) / <alpha-value>)',
        destructive: DEFAULT,
        'destructive-foreground': 'hsl(var(--destructive-foreground) / <alpha-value>)',
        muted: 'hsl(var(--muted) / <alpha-value>)',
        'muted-foreground': 'hsl(var(--muted-foreground) / <alpha-value>)',
        accent: DEFAULT,
        'accent-foreground': 'hsl(var(--accent-foreground) / <alpha-value>)',
        popover: DEFAULT,
        'popover-foreground': 'hsl(var(--popover-foreground) / <alpha-value>)',
        card: DEFAULT,
        'card-foreground': 'hsl(var(--card-foreground) / <alpha-value>)',
        border: 'hsl(var(--border-radius) / <alpha-value>)',
        radius: 'calc(var(--radius) - 2px)',
        sm: 'calc(var(--radius) - 4px)',
        fontFamily: 'sans-serif',
      },
    },
  },
]
export default {
  content,
  theme: {
    extend: {
      colors: {
        border: 'hsl(var(--border) / <alpha-value>)',
        input: 'hsl(var(--input) / <alpha-value>)',
        ring: 'hsl(var(--ring) / <alpha-value>)',
        background: 'hsl(var(--background) / <alpha-value>)',
        foreground: 'hsl(var(--foreground) / <alpha-value>)',
        primary: DEFAULT,
        'primary-foreground': 'hsl(var(--primary-foreground) / <alpha-value>)',
        secondary: DEFAULT,
        'secondary-foreground': 'hsl(var(--secondary-foreground) / <alpha-value>)',
        destructive: DEFAULT,
        'destructive-foreground': 'hsl(var(--destructive-foreground) / <alpha-value>)',
        muted: 'hsl(var(--muted) / <alpha-value>)',
        'muted-foreground': 'hsl(var(--muted-foreground) / <alpha-value>)',
        accent: DEFAULT,
        'accent-foreground': 'hsl(var(--accent-foreground) / <alpha-value>)',
        popover: DEFAULT,
        'popover-foreground': 'hsl(var(--popover-foreground) / <alpha-value>)',
        card: DEFAULT,
        'card-foreground': 'hsl(var(--card-foreground) / <alpha-value>)',
        border: 'hsl(var(--border-radius) / <alpha-value>)',
        radius: 'calc(var(--radius) - 2px)',
        sm: 'calc(var(--radius) - 4px)',
        fontFamily: 'sans-serif',
      },
    },
  },
}

```



```

41  TMTM "ç
42  TMTM },
43  TMTM : {
44  TMTM "ç Ä
45  TMTM "ç
46  TMTM },
47  TMTM : {
48  TMTM "ç Ä
49  TMTM "ç
50  TMTM }
51  TM—ÖÄ
52  TM "ç °
53  TMTM : ,
54  TMTM : ,
55  TMTM :
56  TM—ÖÄ
57  TM "ç °
58  TMTM : [...fontFamily.]
59  TM—Ð
60  TM }
61  —ÖÄ
62  };
63
64  config;
65

```

