1. HTML pentru toate paginile
2. CSS pentru toate paginile
3. PHP + Database

PPT

* Titlu (nume + coordonator…)
* Cuprins
* Scurta prezentare site + tema + poveste
* Structura aplicatie web
  + Javascript files
  + Screenshoturi
  + Codul in sine
  + Reader friendly and why (functiile au nume suggestive, la fel si variabilele)
  + Databases

1. Graficul cu parcurgerea aplicatiei
2. Cum sa inovam site ul pe viitor

Scurta prezentare site + tema + poveste

Welcome to "Adventure in the woods", which is the main part of our project, a game where you are the hero fighting against the creatures of the night! In this thrilling adventure, you'll take on the role of a skilled hunter whose mission is to defeat as many dangerous creatures as possible.

Your journey will take you through dark and eerie forests, where you'll have to fend off bats, spiders and other horrifying monsters that lurk in the shadows.

So gather your courage and prepare for the ultimate battle against the forces of darkness. Will you emerge as the ultimate hunter? Play now and find out!

Structura aplicatie web

Besides this thrilling experience that takes the player through an awesome adventure, the user can enjoy logging in to his account previously created. With this said, let’s take a look at the actual structure of this web application.

The front-end part of the website was done using HTML and CSS and the back-end part of it was made using PHP and Javascript. The pages that form our web application are:

1. Login page + screenshot of html and php

In the login page, the user has to enter the username and the password previously filled in the register page. If the entered data does not correspond with the information supplied by the database, the user cannot access the account.

1. Register page + screenshot

In the Register page, the user has to choose a username and a password which he will use to access his account in the future. The entered data will be stored in a database in order to recognize and differentiate every player.

1. Profile page

In this page, the user can see details about its profile and modify the entered data. The database will automatically update.

1. Playroom page

From here, the player can choose between the two games.

1. First game

The aim of this game is to gather as many points as possible by pointing the cursor at each enemy to defeat them. If the player is not able to stop the enemies, the game is over and the user has to start again.

1. Second game

In this game, the player encounters many types of enemies which he has to hit while in rolling or dashing state so that the score can go up. There is a limited time in which the user has to gain all the points in order to win.

Database:

Screenshot

Cum sa inovam

In the future, we look forward to adding more functionality to our website. We will do so by implementing a highscore counter for each game and also a leader board, for players to compare their highest scores and for the game to become more competitive. Also, we would love to add the possibility for users to change the way their character looks as they become greater at the game and unlock new skins.