

THE DEBT COLLECTORS

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PROBLEM?





CREATE PLAYER

Pulls: Data from MySQL DB:
Store: Pick your items, Build a cart.
Push: Sends your upgrades to the db



FIGHT FUNCTION

Pulls: Data from MySQL DB:

Game: Functions run when the user clicks a button

Push: When an enemy dies, the users data is updated
IF the user dies, the user's data resets




SPRITE MOVEMENT

Colby: Front end styling, HTML

Josh: Sprite movement, Front end, Routes, HTML, Styling

Rafael: Routes, Fight functions, Front end, Styling

Butt: Databasing, Store Functions, Styling, Routes, Handlebars



STORE

Pulls: Data from MySQL DB:

Store: Pick your items, Build a cart.

Push: When the user checks out, the stats are pushed to the db



IF WE HAD MORE TIME...

Styling!!!!

Sign-in page

Sprite enemies animated

Code more DRY