**Synopsis**

**Project Title: Interactive Gaming Website (**PixelHaven**)**

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**Objective:** The primary objective of PixelHaven is to revive the charm of retro gaming by offering a fun and engaging platform where users can enjoy classic flash games, compete with friends, and earn exciting rewards. The website aims to create a community-centric space that combines nostalgia with modern features like leaderboards, loyalty programs, and exclusive merchandise.

**Introduction:** PixelHaven is a retro-themed online gaming platform designed to bring back the nostalgia of classic flash games like Mario, Snake, and Hangman. This website goes beyond just gaming by creating a vibrant, interactive community. Users can play games, compete on leaderboards, and earn loyalty points for achievements. These points can be redeemed for exclusive discounts on merchandise, including T-shirts, caps, and more. The platform also offers comprehensive help and support to ensure a seamless user experience. With its perfect blend of classic fun and modern rewards, PixelHaven is the ultimate destination for casual gamers and retro enthusiasts.

**Technology Used:** HTML, CSS, JavaScript for UI/UX & AngularJS for interactive elements.

**Modules:**

* **Game Arena**: A collection of retro flash games, including Mario, Snake, and Hangman.
* **Merchandise Store**: An interactive section where users can purchase branded merchandise or redeem loyalty points for exclusive discounts.
* **Rewards and Achievements**: A loyalty program that awards points for completing milestones, which can be used for discounts or special items.
* **Leader boards**: Displays the top players for each game, encouraging competition and community engagement.
* **Help & Support**: A user-friendly section for FAQs, live chat, and issue reporting to ensure smooth gameplay and shopping experiences.
* **Daily Challenges**: Offer daily or weekly challenges for players to earn extra loyalty points.