

Looking for a MERN stack developer to finish the task:

<<<[GAME FLOW]>>>

This game is played on a browser which means it should always be online. This is a versus game between 2 players from different browsers. The flow of the game is this:

(on both Player X's browser and Player Y's browser)

Step 1: Click Play

Step 2: Click VS Player

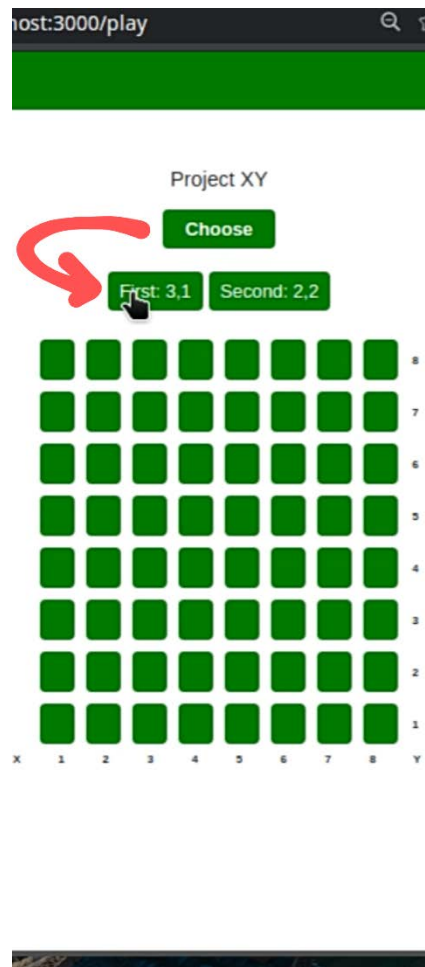
Step 3: Enter Username

Step 4: Press Enter or click Done

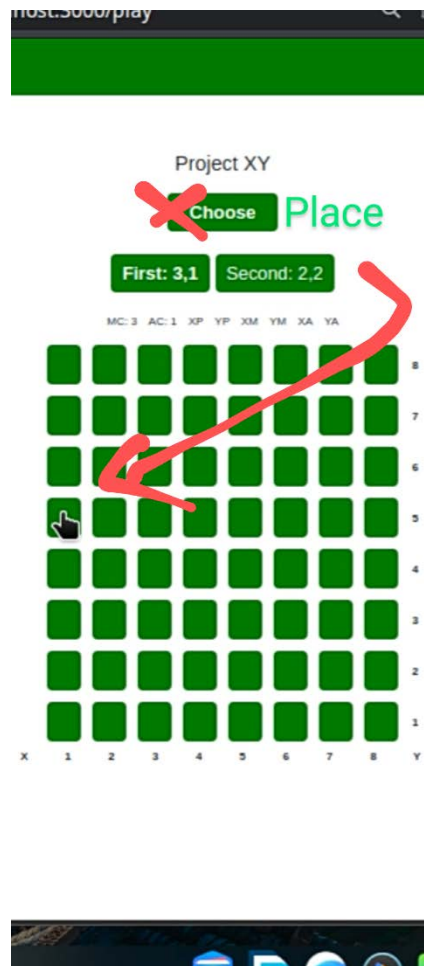
Step 5: Wait for opponent (Player Y)

Step 6: Click Start

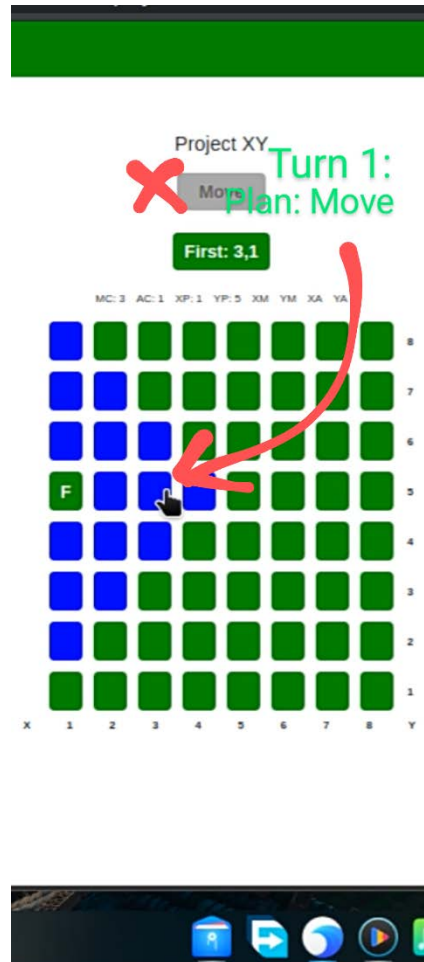
Step 7: Choose between First: 3,1 and Second: 2,2 within 10 seconds or else the system will choose randomly without the opponent seeing it.



Step 8: Click the desired tile among the 64 tiles then click Next (After choosing either First: 3,1 or Second: 2,2 in the Choose phase, it will go to the next phase which is Place phase. It will be the time to place the chosen First: 3,1 or Second: 2,2 on 1 of the 64 tiles. During this time the text Choose should change to Place based on the picture) within 5 seconds or else the system will choose randomly without the opponent seeing it.



Step 9: At the start of this step the opponent can now see the placed tile. Click the desired move tile among the blue tiles but without the opponent seeing the clicked move tile then click Next (After placing either First: 3,1 or Second: 2,2 on 1 of the 64 tiles in the Place phase, it will go to the next phase which is Turn 1: Plan: Move phase. It will be the time to plan the move. During this time the text Place should change to Turn 1: Plan: Move based on the picture) within 30 seconds or else the system will choose randomly.



Step 10: click the desired attack tile among the red tiles but without the opponent seeing the clicked attack tile then click Next (After planning the move in the Turn 1: Plan: Move phase, it will go to the next phase which is Turn 1: Plan: Attack phase. It will be the time to plan the attack. During this time the text Turn 1: Plan: Move should change to Turn 1: Plan: Attack based on the picture) within 30 seconds or else the system will choose randomly.



(After planning the attack in the Turn 1: Plan: Attack phase, the Next button should be clicked to make the plan final then if the other player (Player Y) is not yet finished planning then the Next button will change to Waiting for opponent.)



Step 11: wait for the opponent (Player Y) to finish Step 6-10



Step 12: Once the other player (Player Y) also clicked its own Next button then both will go to the next phase which is Turn 1: Act phase. It will be the time to just watch the display of realizing the plan of both players which means the opponent can now see the clicked move tile and clicked attack tile for 10 seconds. During this time the text Turn 1: Plan: Attack should change to Turn 1: Act. After 5 seconds, the phase should go back to Turn #: Plan: Move but this time the Turn # will be +1 so it will now be Turn 2: Plan: Move. Then the cycle repeats until a player wins or until the Turn 10 ends then it will become draw.

Step 13: A decision is displayed such as "Player {Username} wins!" or "It was a draw!" on both players' browsers then 1 Win, 1 Loss, 1 Draw will be added to their profile and the leaderboard will be created and shown then click Done so that it will go back to the first screen.

<<<[GAME TECHNICALITIES]>>>

JOBS

There are currently 2 jobs to choose from:

First: 3, 1

A job that is capable of moving up to 3 tiles and attacking up to 1 tile

Second: 2, 2

A job that is capable of moving up to 2 tiles and attacking up to 2 tiles

TERMS

There are a few technical terms to importantly learn first:

MC and AC

These are the maximum tiles a job can move and hit, here is a pattern found on choosing a job
[Job: MC, AC]

XP and YP

These are the X and Y tile coordinates of a placed job

XM and YM

These are the X and Y tile coordinates of a job's planned move

XA and YA

These are the X and Y tile coordinates of a job's planned attack

PHASES

There are 4 phases in every game in which the 3rd and 4th phases repeat until there is a winner:

Choose Phase

Choose from the available jobs asynchronously. Only you know your chosen job.

Place Phase

Place your chosen job on 1 of the 64 tiles asynchronously. Your chosen job's place will only be publicly known starting at plan phase.

Plan Phase

Plan phase is divided into 2 subphases which are Move and Hit subphases. Your chosen job's planned move and hit will only be publicly known during act phase.

Move Subphase

Plan moving your chosen job to an available tile asynchronously

Attack Subphase

Plan hitting an available tile based on your chosen job's planned move asynchronously

Act Phase

Act out the planned moves and hits of all chosen jobs synchronously, at the same time. This only happens when all players are done planning moves and hits.

WIN

During act phase a job is declared winner when a job's XA and YA is the same with another job's XP and YP. It will be a draw when a job's XA and YA is the same with another job's XP and YP and vice versa at the same time.

<<<[YOUR TASKS]>>>

1. Put comments on all of the current codes to easily understand each code block.
2. Improve the game flow by basing it above using the current game files attached (try playing the current game first).
3. Make a manual on how to add more, edit the current, and remove the current available jobs to be chosen such as "First: 3, 1" and "Second: 2, 2" so that I can add more jobs for the players to have more choices to play with.

The whole budget is \$15. How long can you finish it?

Further milestones will be discussed.

Files are in GitHub repository: <https://github.com/genemm/projectxy>