Politico - Implementation Report

Joshua Jackson – P16179167

Introduction

This report details the current state of the project implementation as seen in the demo for the first deliverable. The document talks about the frontend as purely user interface and the backend as the functionality that powers the frontend as opposed to the more traditional meaning of frontend in the browser and backend on the server as this entire project will be ran almost exclusively on the client side.

Front-End

The game in its current state is almost fully working in terms of frontend functionality. It features a **start screen** that lets you continue a game or start a new game, it features the **game view** with the nations attributes and the ability to switch to the next turn and to make decisions that alter the attributes. Finally, you will "win" the game if the maximum number of turns is passed, conversely, you will "lose" the game if any of your attributes fall below 0; Either of these events will trigger an **end screen** telling the player they have won/lost. Also, as part of the game view, you can click on a region via a **map of the UK** which will show relevant data about that region. Aside from stylistic changes and some slight polish, the frontend shouldn't need much more adjustment.

Back-End

The backend is very minimal in its current state, the only real functionality that exists is the data storage that saves and loads the last used game state from local browser storage. Everything else powers the frontend using mock data which, once the backend implementation is under way, will be replaced and the frontend will be playable as a game.