

Tangerines

Achievements

While setting out to accomplish this task, we learned about various aspects of web development. Our group was able to develop a user-friendly application that is easy to navigate. Our group created a fully functional game that is fun to play.

Challenges

The MVC design pattern was a bit difficult to understand the communication between Model, View and controllers. Hosting our app on Azure platform was difficult. We had to learn Javascript to create functionality of games. We also had to learn LINQ queries to store and retrieve data from Azure SQL database. Another learning curve was learning AJAX request to send GET and Post request without having to refresh the page.



What is Tangerines?

Tangerines is a web based game with a mix of functionalities between Minesweeper and Picture Cross where a number of red tangerines are given for each row and column. The goal of the game is to uncover all of the number 2 or 3 tiles without hitting a red tangerine to move on to the next level.

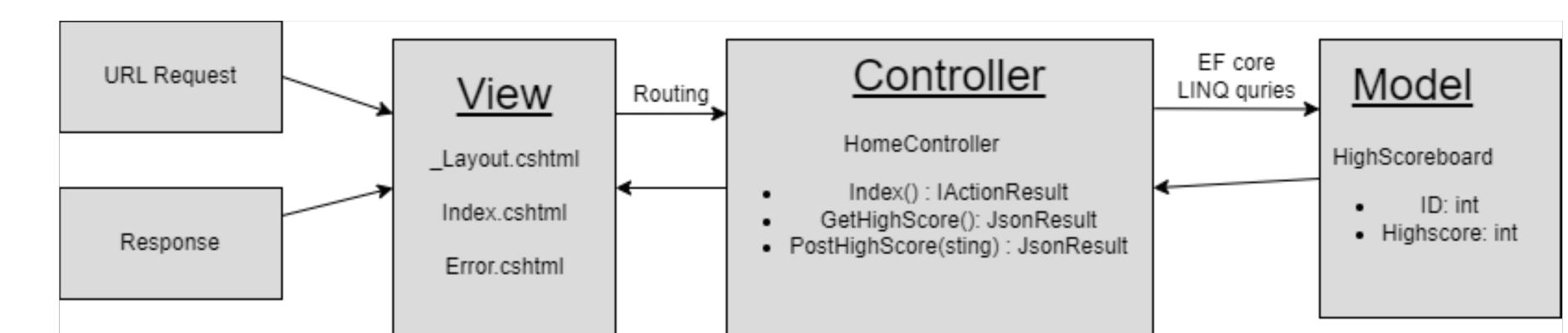
How to play

The objective is to score as many points as possible by avoiding the bombs and uncovering the valuable tiles. To flip a leaf, click on it. In Tangerines, players can use the memo function to keep track of the leaves they have already flipped and the value they have deduced for each tile. The memo function allows players to mark tiles with different symbols or colors, such as a flag for exploding tangerines or an X for tiles that have already been flipped.

Technical Stack



MVC Design Pattern



Our application only has a single page application therefore our controller serves our Index page as well as it has our GET and POST endpoint for getting and storing Highscore into our database. This is highlevel overview of our MVC implementation in our application.

Mockup

