time2shine Handout

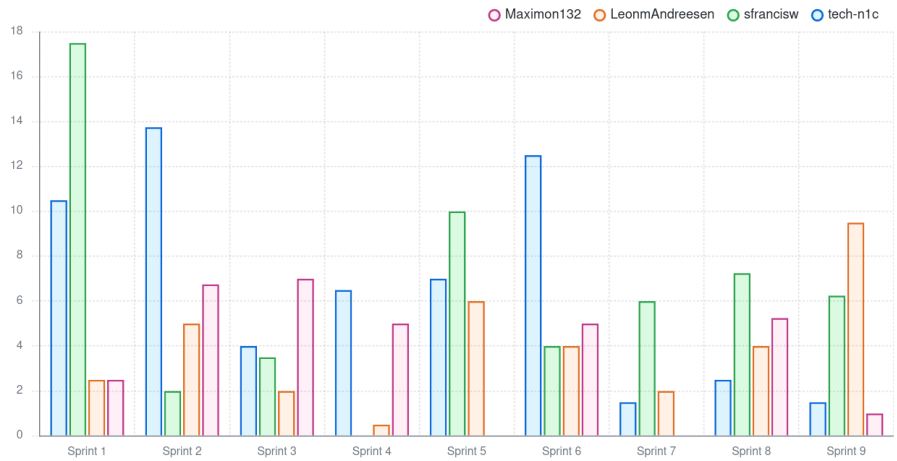
1. Tech Stack

The following software solutions were used to build our project:

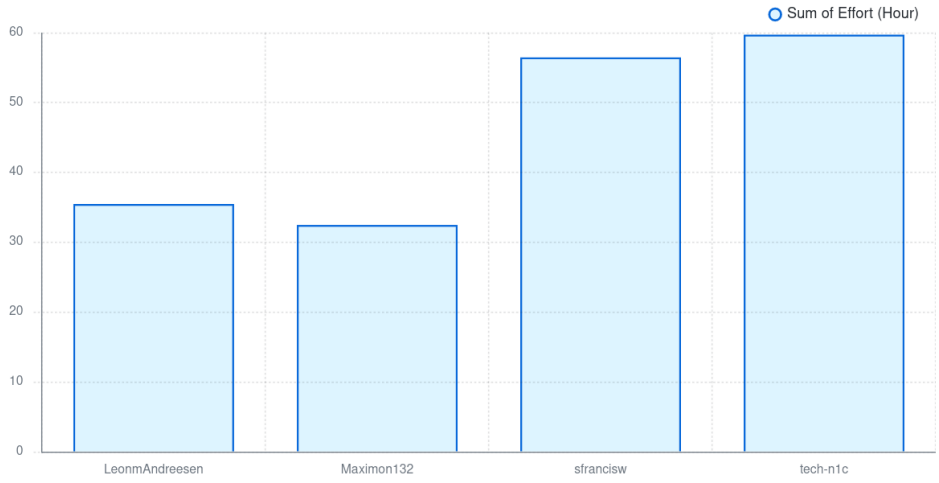
- Frontend
  - Pixi.JS OpenGL Renderer w/ HTML & CSS (BJ & snake Engines)
  - React & Next.JS (website and Röhrig Clicker)
  - Containerd on a Debian12 instance @DigitalOcean
- Backend
  - Spring Boot (Java, built with Gradle)
  - PostgreSQL database
  - NextAuth for OAuth2-based authentication
  - Containerd on a Debian12 instance @DigitalOcean

2. Efforts

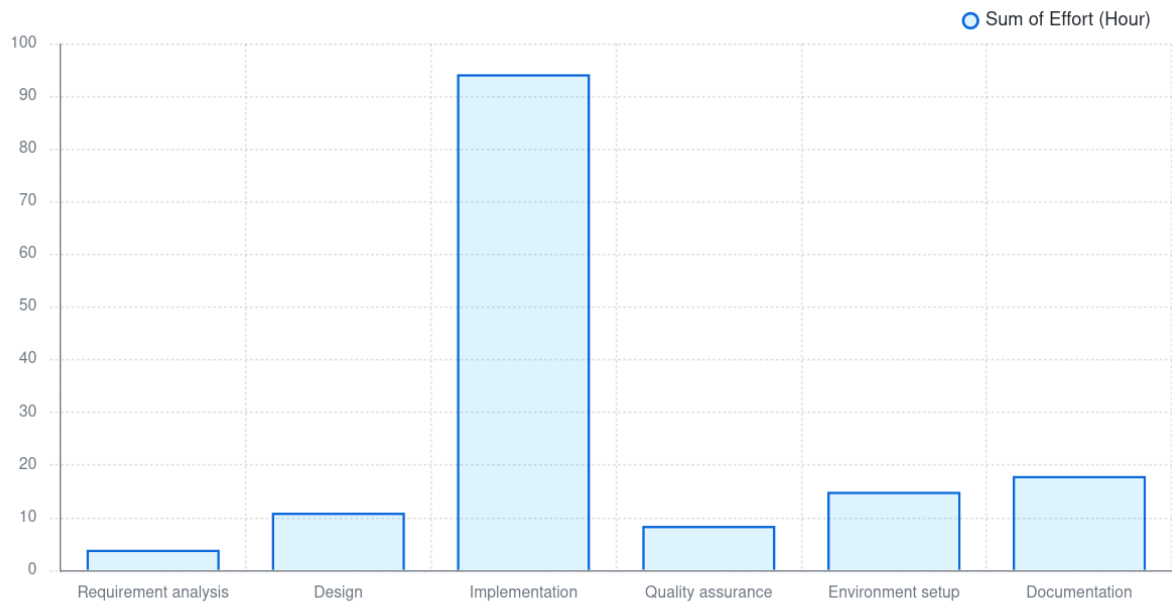
Efforts per iteration and person:



Efforts per person:

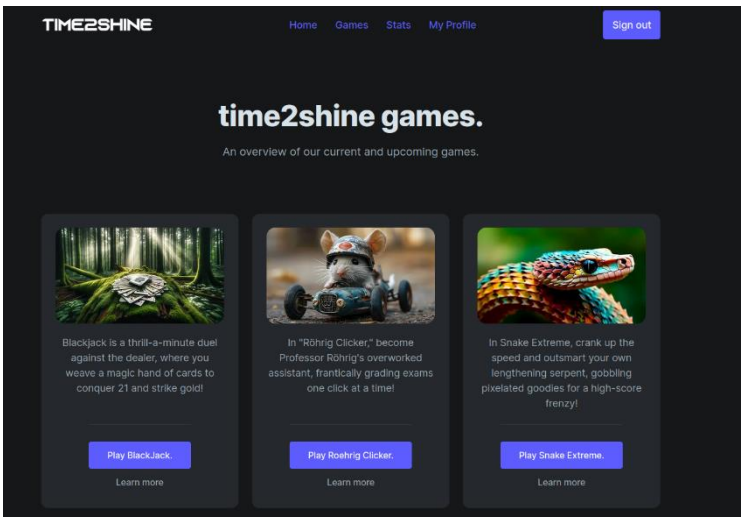


Efforts per workflow:

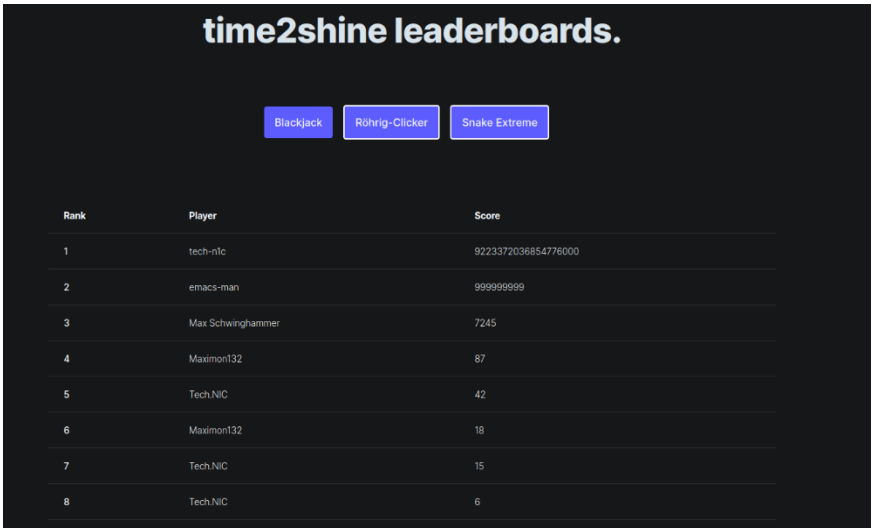


3. Demo

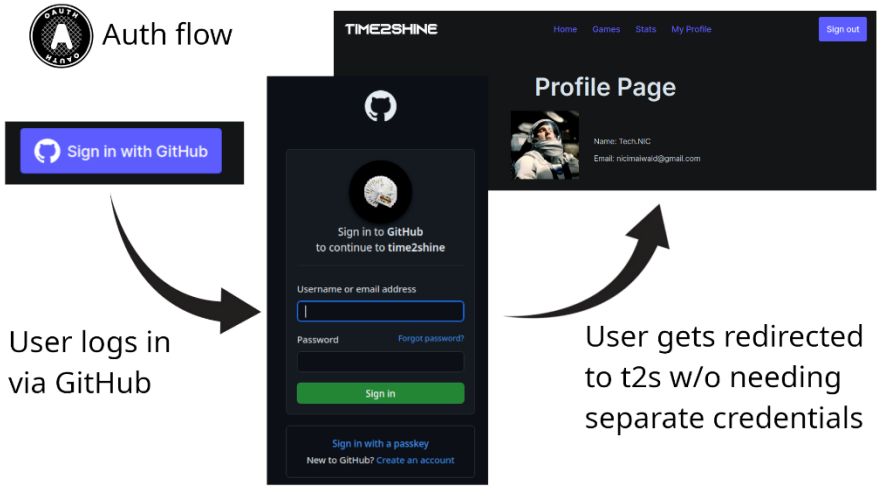
Our Project is a fully operational online game hub that features a sleek and modern-looking frontend. Below, see a screenshot of our games page:



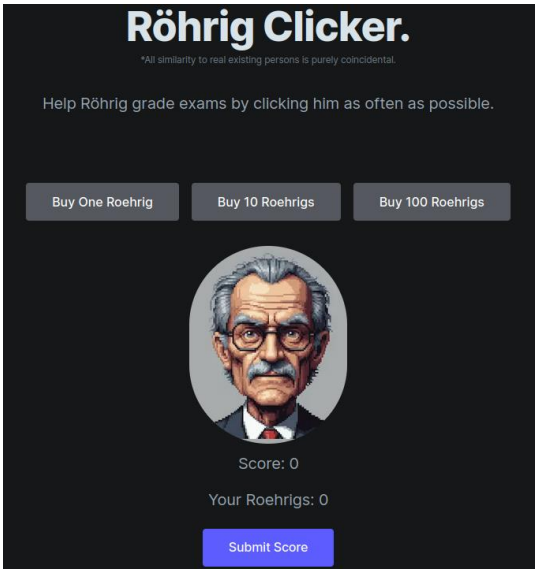
On the game hub, all your results are stored in our data after finishing a game. Afterwards, you can compare your high scores with other players:

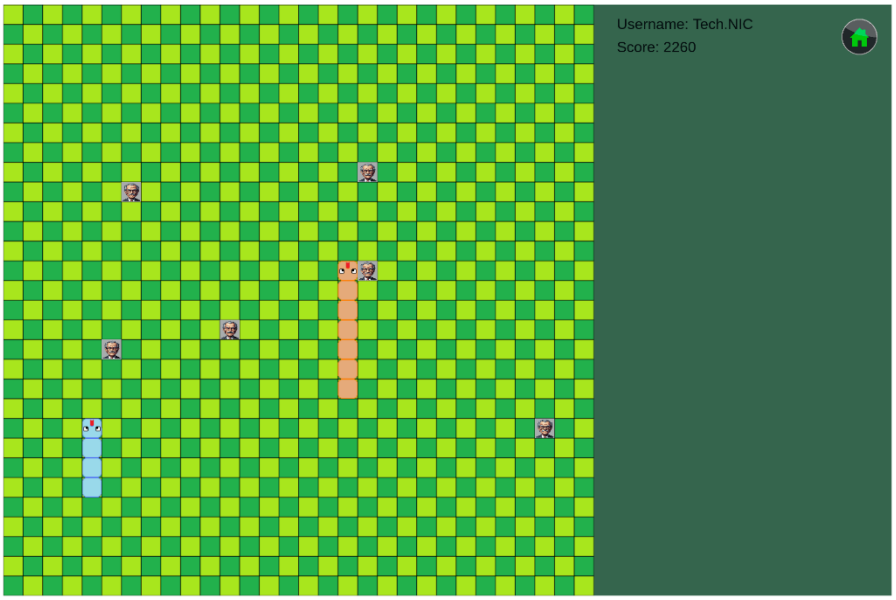


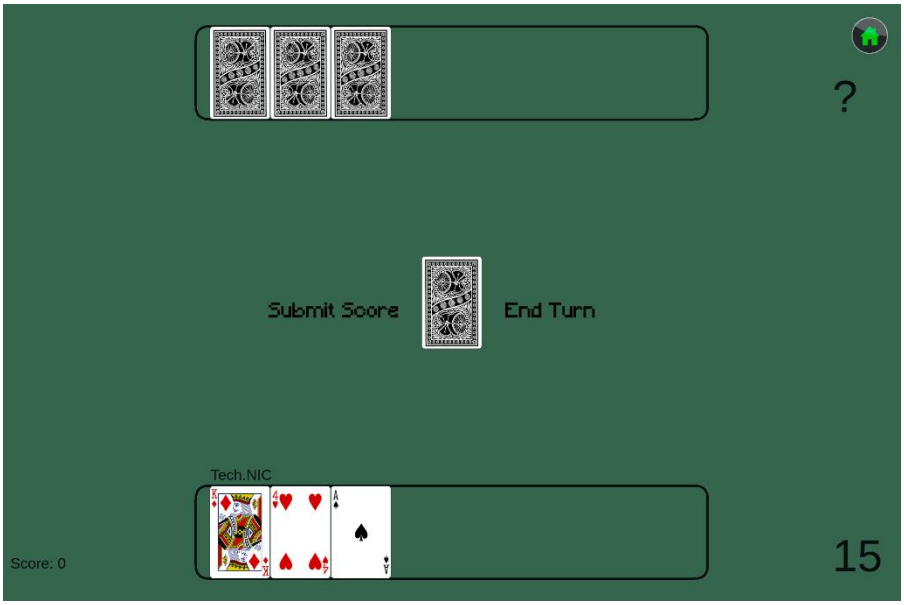
Users can log in to the time2shine application using the OAuth2 authentication flow. This Enables fast and secure login without users needing to create new credentials and only have to trust their identity broker. (see image on the next page)



Screenshots of our games:







4. Project Highlights

These were our technical highlights of the project:

- OAuth2 implementation for security and ease of use (see above)
- React front end implementation
    - Intuitive page routing with Next.JS
    - Efficient architecture using components