

# 1/8/2023

## Final Project Systems

→ Players ssh in

→ Players sign up <sup>①</sup>, log in <sup>②</sup> or play as guest <sup>③</sup>

function hashes passwords <sup>(?)</sup>

① Has to confirm username isn't being used, then asks for password (and to confirm)  
↳ function checks csv for username. ↳ function writes passwords if they match

list of all unique users stored in csv, with {"username", "password", "balance", "last online"}  
↳ if it's csv, perhaps each entry will have fixed size

② function checks username exists; function checks if its corresponding password matches  
~~for function~~

③ separate csv tracks current guests

function to create new temp account for guests

↳ separate temp csv for guests → function to organize <sup>(see temp csv)</sup>  
↳ guests deleted when they leave the game.

→ Players proceed to lobby, shows either  
waiting for more players (displays online currently) <sup>①</sup> OR "waiting for round to finish" <sup>②</sup>

↳ to calculate if less than a given enemy game will not start.

↳ function to display # of players online <sup>②</sup>

function tells if round needs to be finished <sup>③</sup>