“Procedurally generated text adventure”

**Methods**

* 1) Run game logic at backend and pull in text via ajax calls.
* 2) Run game logic in javascript and only send and receive database data with backend.

**Framework**

Java Spring Boot

**Database**

Has:

* Users
* Scores (Leaderboard)
* Run Data (For resuming a user’s run)

**Tables**

*User: id, email, password(hashed), active*

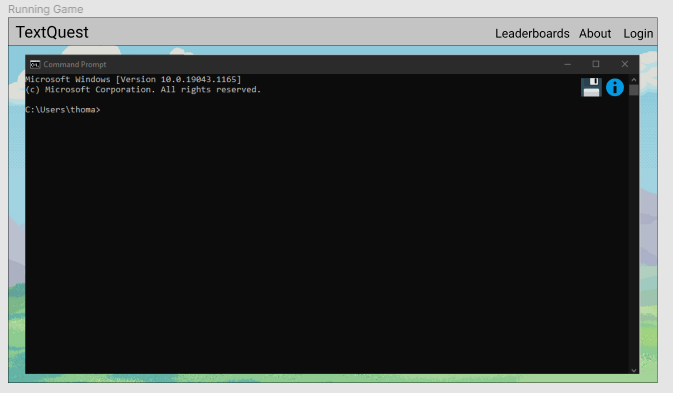
*GameScore:* id, user\_id, score

*ActiveRunData:* id, user\_id, score, health, difficulty, inventory\_id

*Inventory:* id

*Weapon:* id, name, damage, durability, inventory\_id

**Visuals**

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