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CSC 210

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Final Project Proposal

**Project Description**

For the final project, our group is going to build up a page that includes a famous, fun, and competitive game with a regularly updated ranking. The page could generally be divided into 3 parts. First, the game page, in this page, anyone who found the website could play a game here. But by default, they would be in guest mode, and our database would ignore the score those people achieved. If they want their score to be recorded, we have to reach our second page, which is a registration system to set up their own account and log in. As long as they keep their log-in status, any score they accomplished would continually be recorded into the database. The third important part of our project is the ranking page. We generally want to keep this page automatically updating at some time point each day.

The main reason why I choose this page is simple. As a nostalgic gamer myself, I always have some old games on my computer. They were already open-sourced for a long time, and although games are much gorgeous these days, it doesn’t mean these old games have nothing interesting to be recommended. And furthermore, most of them have a decent scoring system, which means many players like me may be interested in how others perform in these games and communicate their status. Well, a website like our final project could accomplish such a goal.

We still didn’t decide which game would be on the website since our vote on it is still processing. A nominee from Liwei is Minesweeper.

**Minimum Requirement**

• HTML and CSS – basic contents for web pages

• Python-Flask – base web frame work

• WTForms – for parts like register and edit would complete by it

• Flask-SQLAlchemy – record scores from different players, and integrate a ranking

• Flask-Login – the login part**Further Expectation**

For something beyond the minimum requirements, we are going mainly consider the following three things:

* Create a message board under the main game, so that players could communicate with other people who also like this game on the website.
* Implement Email confirmation for password reset, and even multi-factor authentication.
* If the base game works well, we could try to implement a combat mode which two person could enjoy networking play against each other.

**GitHub repository**

https://github.com/TunicataJiang/CSC210-2021FALL-FINALPROJECT