

Poseidon: The Gaming Platform

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Platform built on web technologies like HTML5, CSS3 and Javascript Poseidon is a gaming platform which contains small puzzles and endless avoiding games. Added features like authentication to play games and signing up to get the authentication user-id and password are also present. Canvas have been used to make the games more playable and enhance the user experience.

Currently three games have been added to the platform, a tic-tac-toe game, an interesting jigsaw puzzle game and an endless avoider game . The platform supports different genres and is a complete package for providing entertainment to the gamers. Avoider game involves moving your character on the screen with the help of the mouse. The goal is to collect as many fruits as possible avoiding the monsters attacking your character persistently. The puzzle requires you to drag and drop the tiles to get the image which you choose at the beginning of the game. Variable difficulty reflects on the number of tiles to be exchanged to get the picture. You are free to choose the image on the tiles of the puzzle game which is an added bonus to the user. The AI in the tic-tac-toe can be set to variable difficulty level which makes the game suitable for anyone, either amateur or professional. You can restart or abort any of the game at any time during the game is being played. PHP is used for processing the login and signup. Incorrect password is also displayed appropriately alerting the user with the correct information. Signup involves double verification of the new password. Home page which also gives an overview of all the games in the platform guides the user to different games.