TimeLine

Next Week and a Half- Start To finish game, ironing out frontend and backend

Game:

Using Phaser for a client side game, top-down survival game fighting waves of enemy’s increasing score, keeping track of kills and rounds compete. Sending information to the website and server, to add to the persons profile (if signed in), and leaderboard. (Question about the leaderboard how I have it set up in the data base it is its own table with score, kills, rounds, and ID. If I wanted to do a leaderboard I would need to use some kind of sorting besides sql stored procedures to find from each user (by ID) there highest score or round or kills run and then sorting all the rounds by top or bottom? ) (This is all that I want to promise for the assignment, I would love to include more but within time limit this seems reasonable )

Frontend:

Finishing up getting the pages to look better using css to style the tables that I have instead of all the table tags I want to use divs tags styled

Optimization features:

Compressing the game files is something I’m probably going to want to look into because I assume, they can get long.

Connecting to the data base as little as possible, only when logging in, and after each attempt ends as long as your logged in.

Loading css first at the top of the page, including using css to git rid of all the table tags and things like that by using css to style div tags.

Queries going to check times on queries and make sure that selections are just selecting what they need and not the whole table.

Figuring out how to cashe pages like the profile and maybe leaderboard so that it only updates like every 5 or 10 minutes.

These are all things that are said it improve loading times.

I’m going to measure this by either using the tools provided by visual studio or a different third party program to help keep track I assume google has something to show loading times.