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Soft Dev
P05
2023-05-30

Target Ship Date: May 30th

Project Description

Jump King! The player controls a character (ball for now). This character it's only be able to move by jumping. The goal is to make it to the top through all the obstacles. The obstinate will consist of enemies and hard jumps. There will potentially be power ups for the player to collect

Program Components

- Home Page
 - ☐ Will contain the title screen for the game
- Game Page
 - ☐ Will contain the actual game
 - ☐ Will have several entities: Player (ball), platform, enemies, and powerups
 - ☐ Scores will be calculated in real time as the player progresses through the game
- Leaderboard
 - ☐ Will contain the score of the highest scoring users

APIS

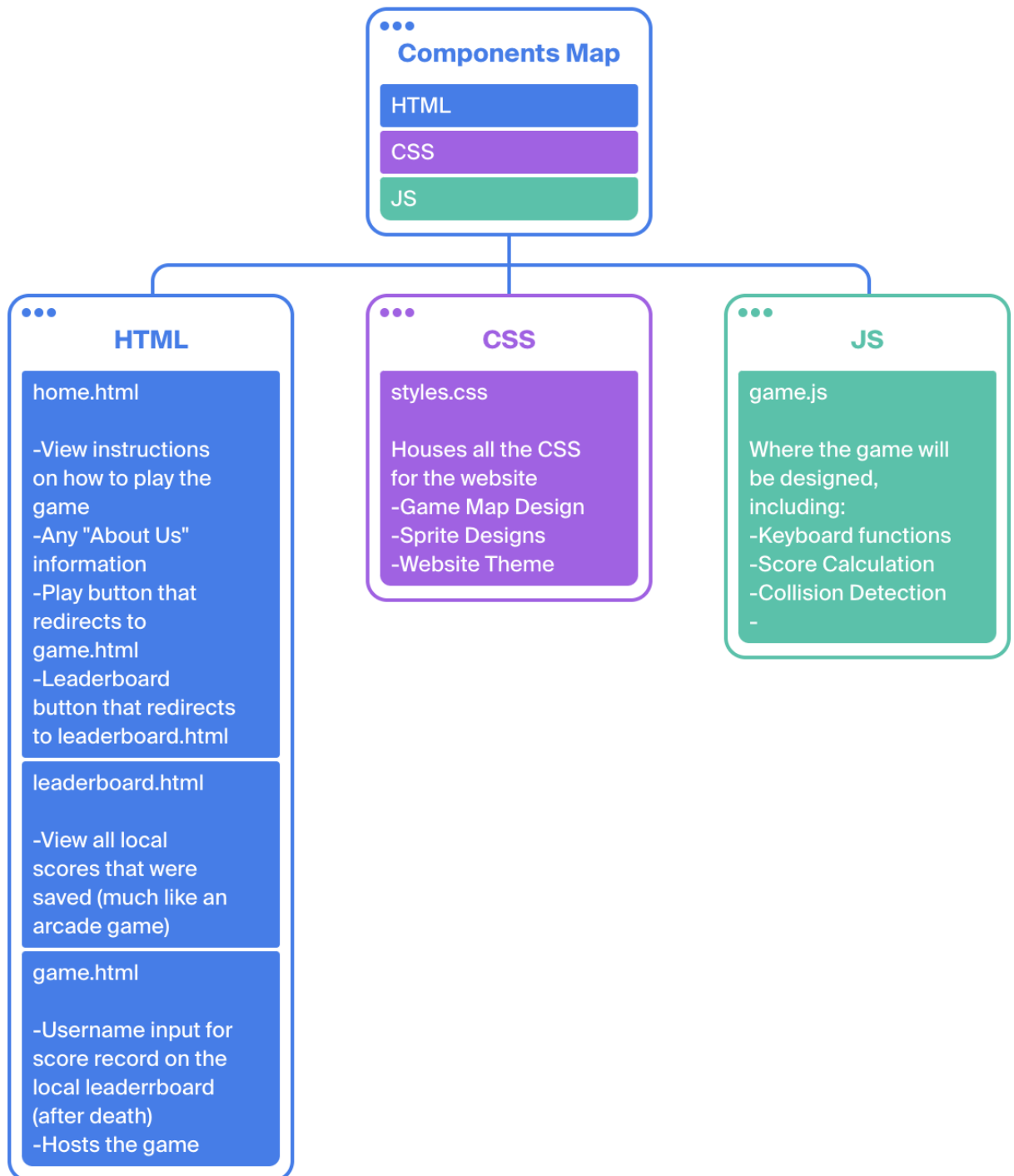
CSS/Front-end Framework

Foundation because we are more familiar with it.

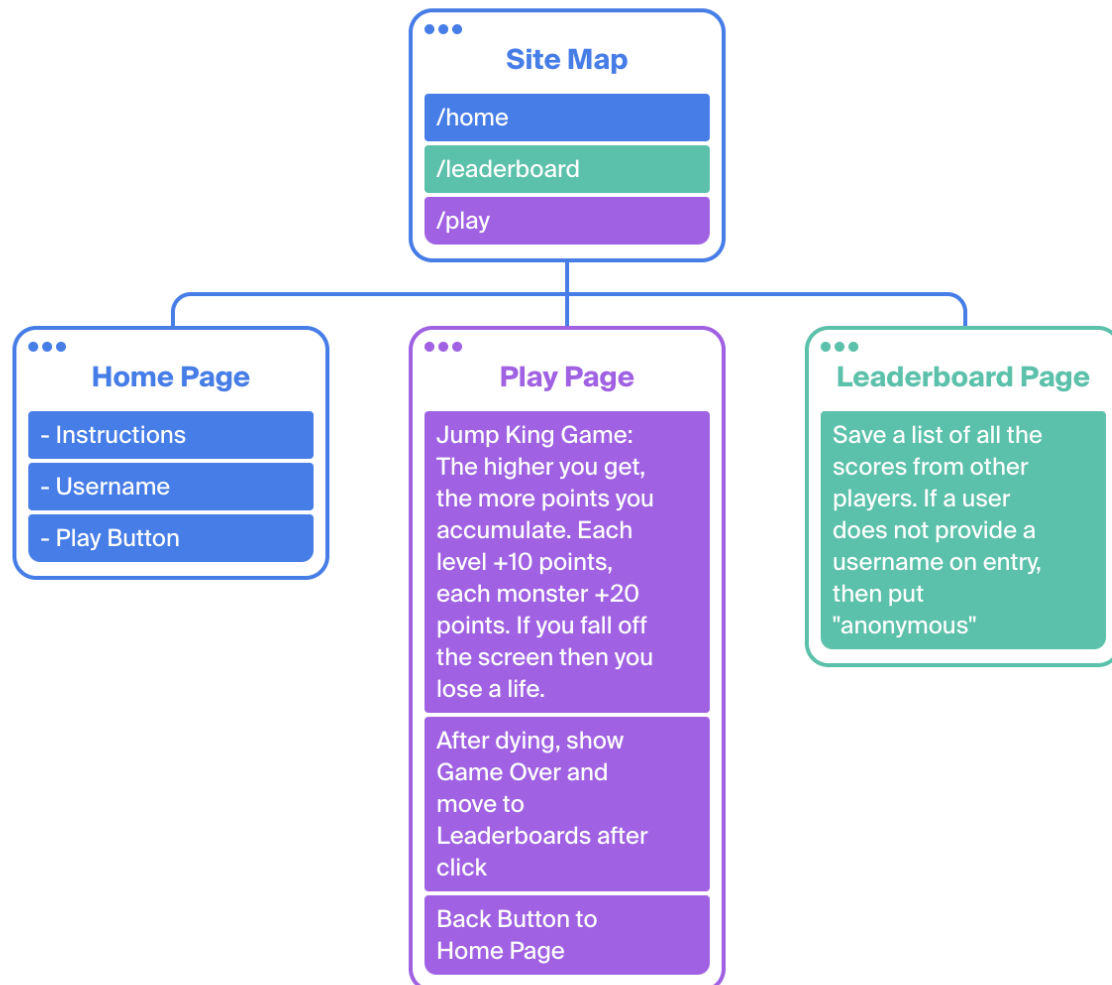
Database Organization (Backend)

- Cookies for saving onto the leaderboard

Component Map



Site Map



Tasks:

Joseph Wu (Project Manager):

- Will handle database organization
 - Writing the functions for retrieval and input of information from the database
- Will work on game development

Jeremy Kwok (Javascript Manager):

- Will handle creating and organizing Js files
- Will work on game development

Aahan Mehta (Backend Manager):

- Will create and handle API routes (hypothetically)
 - Will create a consistent API routing convention

- Connect the various apis we are using to the backend and database
- Will work on game development