Milestone 4 by Ali Alzarra, Mohammad Alsaad
Tower of Heaven (ToH) Project
https://github.com/alzarra/ToH

We started the game and build the skeleton for the game. We created GitHub repository. It was kind of confusing because we though we need to created with visual studio. We figured out that we can use Phaser engine to help us create the game. Moreover, we discovered some points; We initially created the database and the tables, we wanted to save the date. So instead of store the data directly into the tables. We created a table for the save that, because we are going to have a lot of attributes form the game. That made us think more about recreate the tables again. Based on that we left the tables for now and focused more on the game. After the game finished and based on our schedule we are going to create the tables to match the game. We need to know what things we might add or deduct from the game. The thing is we just started with phaser but we had a strong idea what we are going to do with it since we already build the game from scratch without engine. We are a little behind the due date but we can manage going back to the line since we put a higher estimated time for this part.

Challenges we face:
- It's hard and time consuming to create the game from scratch.
- It was confusing to create tables without game attributes
- It confusing to try to solve a problem we don't have yet
    - How to link the game to the server
    - What are the name of the columns

What we have done yet:
- Initially created the game from scratch using html. **(stopped)**
- Initially started to write the game in phaser.

What we are concerned about:
- The game might get complicated (code wise)
- Linking the game to the server in the future.
- Hopefully the time will serve us to complete the game in time.
- Adding new things to the game might take time since
    - Updating the game
    - Updating the website
    - Updating the procedures
    - Updating the tables