

Web Server Technologies

Milestone 2

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This project is an application of what we have learned from CS classes plus the current class of web server technologies. Our Team is formed of Ali Alzarra and Mohammad Alsaad. Each of us will handle a part of the project and upload their work to GitHub.com.

The website is based on a clicker game where the user can play the game and save their state to the server.

The user will register to access the website from the registration page. The user needs to enter a username, password and an Email. The user will play the game and apply change to his/her save data. The game will save automatically every minute or by clicking the save button. Coming back users will be able to continue the game from the point they stopped after they logged in.

The game itself will be called Tower to Heaven. It's a simple clicker game where you click to build a tower 1 piece at a time to reach Heaven (but you won't so it's an infinite game). Each click will build a block and earn you gold that you use to hire/upgrade your construction power like getting builders or upgrading your click power. On the top left of the screen, there will be a login/register button to log into or create an account to get the save.

Login/Reg

2m

1m 

0m

Tower Height: 1m

Gold: \$\$\$

Upgrade

Cost: \$\$\$ | Upgrades this x

Upgrade

Cost: \$\$\$ | Upgrades this

Upgrade

Cost: \$\$\$ | Upgrades this

Upgrade

Cost: \$\$\$ | Upgrades this x

Upgrade

Cost: \$\$\$ | Upgrades this

Upgrade

Cost: \$\$\$ | Upgrades this:

Upgrade

Cost: \$\$\$ | Upgrades this x