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# Game Website - Project Proposal

## CST2120 Web Applications and Databases

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## Introduction

The proposed game is a snake game with different skill levels. “Naagin” will be the name given to the game. The different skill levels are as follows:

1. Beginner Level  
The player should not touch the wall or its tail, else he/she will die. The snake will move at a slower rate compared to the normal level.
2. Normal Level  
The player should not touch the wall or its tail, else he/she will die. The snake will move at a relatively faster rate compared to the beginner level.
3. Time Attack Level  
The player will have to eat the maximum in the set time limit.

## Description of the design of the website

First and foremost, the user should log in or register if he/she does not have an account to get access to the game. Moreover, once logged in the player will be redirected to the home page. There will be a navigation bar on its top right to navigate through the following items:

1. Play Game: It will redirect the user to the home page where he/she can choose the different skill levels and start the game.
2. Rank Board: It will redirect the user to the leaderboard where he/she can view the rankings table.
3. Setting: It will redirect the user to the setting page where he/she can change its password.
4. Sign Out: It will redirect the user to the login page. Another user can log in with its username and password.

The home page will consist of the different skills level and an option “how to play”. “how to play” page will show the user how to play the game. In addition, it will also contain a button to start the game.

Once the game is over, a play again button will be displayed. The user can choose to play again by clicking on the button “Play Again” or navigate to another page through the navigation bar on its top right.

There will be a link on the footer which will redirect the user to the developer’s GitHub account.

## How the game is played.

To move the snake around, the arrow keys (up, down, left, right) will be used. It was also taken into account, the left-handed people. These people can make use of the following keys to move around:

1. W: To move the snake up
2. S: To move the snake down.
3. A: To move the snake to the left.
4. D: to move the snake to the right.

## Wireframes

The following screenshots will be the wireframes of the design. It will also consist of an early prototype of the login page.

1. Figure 1 shows the login wireframe and Figure 2 shows the early prototype of the login page.

Login

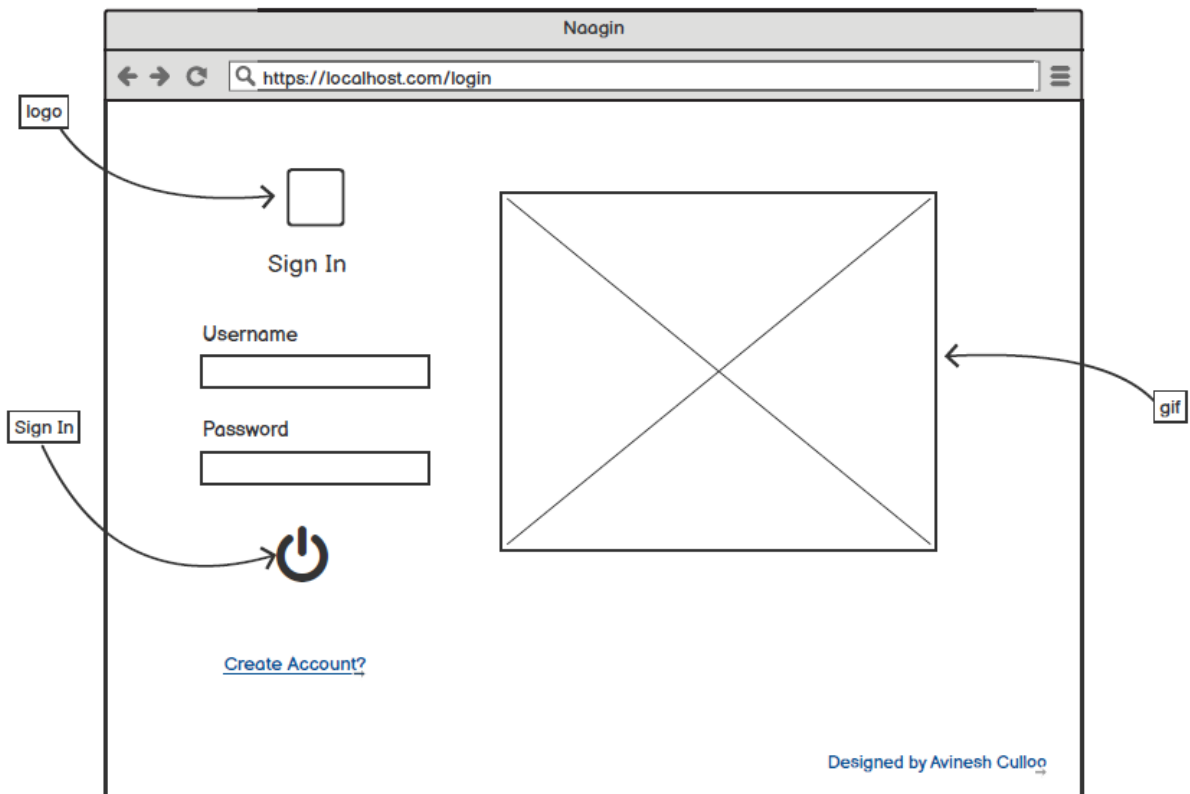


Figure 1 - login page

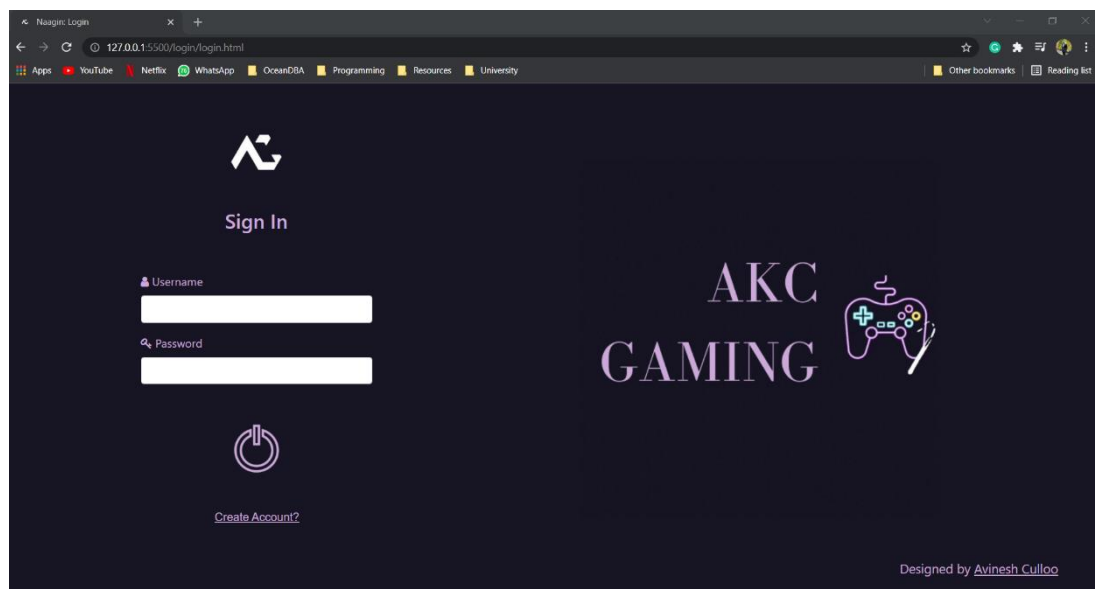


Figure 2 - early prototype of login page

2. Figure 3 shows the sign-up wireframe

Sign Up

logo


Naagin

https://localhost.com/signup

YOUR ESCAPE STARTS HERE

Username

Email

Date of Birth  

Gender

Password

Confirm Password

☐ I agree to the Terms and Conditions

[Login Instead?](#)

Designed by Avinesh Cullon

Figure 3 - sign up page

3. Figure 4 shows the home page

Home

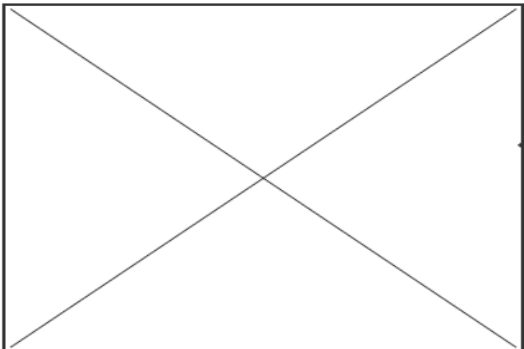
logo

Naagin

[Play Game](#) [Rank Board](#) [Setting](#) [Sign Out](#)

☒ Beginner  
☐ Normal  
☐ Time Attack

[How to Play?](#)



image

Designed by Avinesh Cullon

Figure 4 – home page

4. Figure 4 shows the how to play window  
howtoplay

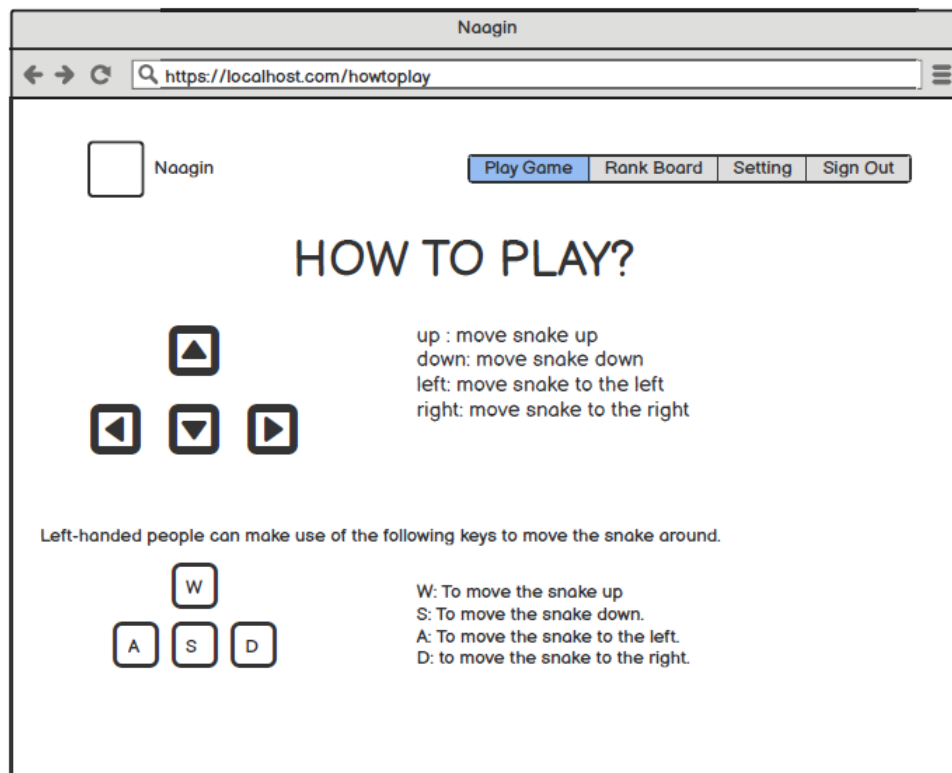


Figure 5 - how to play window

5. Figure 6 shows the game window  
Game Window

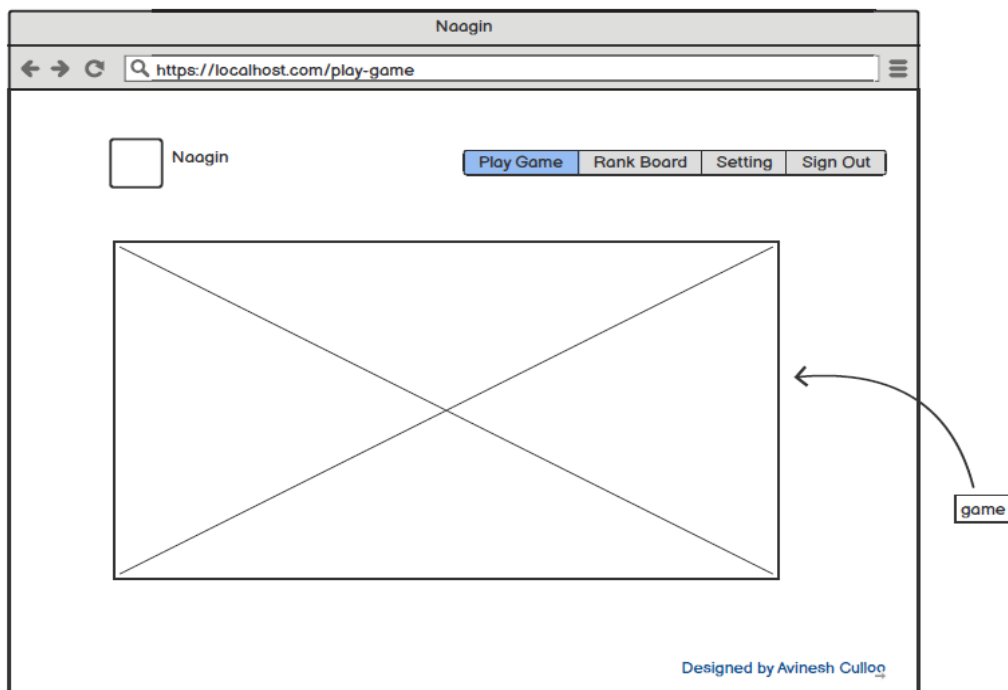


Figure 6 – play game page

6. Figure 7 shows the game-over webpage.



Figure 7 - game over page

7. Figure 8 shows the rank board webpage.

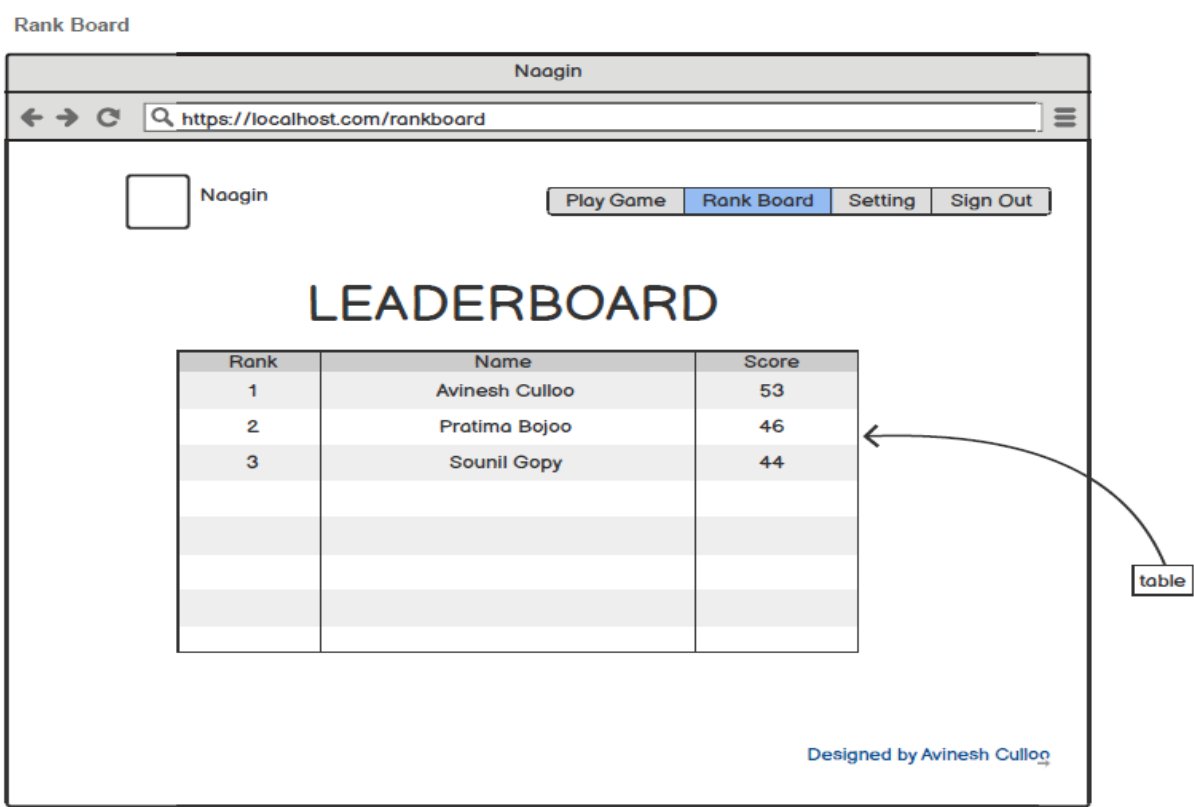


Figure 8 - rank board page

8. Figure 9 shows the setting webpage.

Setting

The screenshot shows a web browser window with the title 'Naagin'. The address bar displays 'https://localhost.com/setting'. The page header includes a 'Naagin' logo and navigation buttons: 'Play Game', 'Rank Board', 'Setting' (highlighted), and 'Sign Out'. The main content area is titled 'Change Password' and contains three input fields labeled 'Current', 'New', and 'Retype new'. Below these fields is a message: 'It's a good idea to use a strong password that you don't use elsewhere', followed by a 'Save changes' button. The footer text reads 'Designed by Avinesh Culloo'.

Figure 9 - Setting page

## Developments tools to be used

The proposed game “Naagin” will be coded in a tidy and easy to read manner making use of HTML, CSS, javascript and PHP. User data will be stored in JSON format using HTML local storage.

## Conclusion

In summary, the game website created by Avinesh Culloo can help someone to relax before getting back to coding and debugging their codes.