

# **Jimmy's Maze**

Rebecca Rivera, Mason Ferrell, Cole Phillip, Trevor Green, Wesley Lang

## **Project Description:**

Our project is an online maze game called Jimmy's Maze. The game contains seven maze levels as well as a leaderboard to compare your time with your friends. Scoring is done with a timer that saves a user's score and uploads it to a database that populates the leaderboards. The game itself is made from a JavaScript library called phaser.js and the maps are made from tilemaps in a mapmaker called Tiled. The mazes were first created using a program that generates random mazes using the depth first search method. This program allowed us to input the dimensions we wanted the maze to be and then output a maze to the browser. We took those mazes and manually traced them in Tiled which output a .json file that we were able to implement into Phaser.

To use Phaser we had to run the application through a local webserver, we chose Wampserver because it is a package that contains both Apache and SQL. For the back end we created a MySQL database to hold user information and score information; we used PHP to link the front end and back end. Session variables were used to keep track of user data while logged in and passing that information through to the database using Post forms. Combining the front end and back end resulted in an online game with a functioning leaderboard and user login/registration features.

## Project Tracker:

Github Projects <https://github.com/beccaarivera/Group111-2-ProjectComponents/projects/1>

beccaarivera / Group111-2-ProjectComponents

<> Code   4 Issues   0 Pull requests   Actions   **1 Projects**   Wiki   Security 0   In

### Screen shots

Updated 7 days ago

0 To Do

+ ...

6 Finished

+ ...

- Build game w/ basic mechanics  
Added by mason-ferrell
- Setup login/registration and SQL database for user accounts  
Added by mason-ferrell
- Set up web server  
Added by mason-ferrell
- Design levels  
Added by mason-ferrell
- Add timer, link to backend  
Added by mason-ferrell
- Get leaderboard working/best scores for each level per user

## VCS:

Github was used as the version control software for this project. The source code and README can be found in the Project Components repository and the milestone submissions can be found in the Milestone Submissions repository. Additionally, the test plan is located in Project Milestone 5.

- Project Components:
  - <https://github.com/beccaarivera/Group111-2-ProjectComponents>
- Milestone Submissions:
  - <https://github.com/beccaarivera/Group111-2-MilestoneSubmissions>

## Contributions:

- **Trevor:**

I was responsible for working on the front end with Becca and Wesley, which included working on game mechanics, maze level design, and a little bit of php. I created the initial game.js file which is where movement of the sprite, collision detection of the sprite, and overall game physics is handled. Then Wesley showed us that Tiled would probably be the easiest way to design our maze levels, so I used Tiled to design our first maze level and was able to get it to work properly with our code. Then I passed that information onto Becca so that she could easily design the rest of our maze levels. Lastly I worked on creating the mazegame.php which linked to the game.js file and is where each maze level is hosted.

**Commits**-Our team had over 100 commits so I will only put a couple of mine

This is where I committed our initial mazegame.php, game.js, maze\_level1.json files which contained our first working prototype of the game. I know that I should have put a commit message but I forgot

Add files via upload trgr5899 committed on Mar 18	Verified	5d9d10c	<>
Add files via upload trgr5899 committed on Mar 18	Verified	3a54333	<>
Add files via upload trgr5899 committed on Mar 18	Verified	f3a2584	<>
Add files via upload trgr5899 committed on Mar 18	Verified	cc81545	<>
Add files via upload trgr5899 committed on Mar 18	Verified	dca03cc	<>
Add files via upload trgr5899 committed on Mar 18	Verified	1650f7d	<>

These were just some final changes that changed the sprite's starting location and made the maze levels look a little nicer.

changed starting location

trgr5899 committed 11 days ago

fixed the levels and added wesley's level

trgr5899 committed 11 days ago

I made some final changes to our game.js file that made the game run smoother and committed those to the master branch

changed some stuff trgr5899 committed 25 days ago	f81b4dd	<>
Merge branch 'master' of https://github.com/beccaarivera/Group111-2-P... trgr5899 committed 25 days ago	f9c8fd5	<>
Update game.js trgr5899 committed 25 days ago	dc7531c	<>

- Cole:

fixed finishing level added timer removed debug mode

coph1563 committed 11 days ago

Update index.php

coph1563 committed 11 days ago


53X7 3DI15

 coph1563 committed 12 days ago

updating homepage and login pages regarding login ...

 coph1563 committed 12 days ago


updating navbar when logged in ...

 coph1563 committed 12 days ago

made registering a new account redirect you to the login page

 coph1563 committed 12 days ago

updated leaderboard methods and changed profile view

 coph1563 committed 12 days ago


Completed level system with php/mysql integration








 coph1563 committed 13 days ago

collision fix

 coph1563 committed 25 days ago

Fix navbar in all files

 coph1563 committed on Mar 30


last edit
 coph1563 committed on Mar 3
edits
 coph1563 committed on Mar 3
makin things sexy
 coph1563 committed on Mar 3
makin it all function
 coph1563 committed on Mar 3
edit
 coph1563 committed on Mar 3
Dis File structure for yall 
 coph1563 committed on Mar 3

- **Becca:**

I contributed to the front end, namely in designing maze levels 1-6 and worked on the HTML for the user profile page. I familiarized myself with Phaser and made some small changes to the game mechanics. Designing the maze levels consisted of research into alternate methods and drawing out the actual levels once we decided on a method.

**Commits shown below**

updating levels 4, 5, 6 with doors

 beccaarivera committed 18 days ago

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changed character size

 mason-ferrell committed 18 days ago


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changed spike to door

 beccaarivera committed 18 days ago

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changed levels 1, 2, 3

 beccaarivera committed 18 days ago

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Merge branch 'master' of <https://github.com>

 mason-ferrell committed 18 days ago

---

changed levels 1 and 2

 beccaarivera committed 18 days ago

---

adding maze levels 1-6


 [beccaarivera](#) committed 25 days ago

created another maze level

 beccaarivera committed 25 days ago

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created outline and styling for profile page

 beccaarivera committed on Apr 1

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made changes to navbar linking to home

 beccaarivera committed on Mar 30

small adjustment to home page link on html pages

 beccaarivera committed on Mar 30



- **Wesley:**

I helped with the front end side of the game. I was more of an information getter and told people what was needed to run phaser and gave some helpful links on how to tackle certain problems and examples. When we also encountered the issue of being able to make the player collide with mazes I found the Tiled app and a tutorial. I also made the seventh level of the game and tried to implement a timer but Mason and Cole found a way before me.

- **Mason:**

I worked primarily on back end; this included development of the login and registration pages and passing user scores to the database. Further, I did some work in editing the game elements to make sure they functioned optimally (resizing levels to fit screen, resizing player to fit best within each maze, setting player sprite, etc.)



### Changing game screen size

 mason-ferrell committed 9 days ago

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### New sprite working


 mason-ferrell committed 12 days ago

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### checking leaderboard session variables if level is uninitialized

 mason-ferrell committed 12 days ago

### Added leaderboard

 mason-ferrell committed 12 days ago

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Commits on Apr 18, 2020

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### leaderboard working, couple small changes

 mason-ferrell committed 13 days ago

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### resized player frame, made game.js not use cached browser data

 mason-ferrell committed 23 days ago

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### added logout button

 mason-ferrell committed 26 days ago

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### Fixed issue with login ...

 mason-ferrell committed 26 days ago

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### Register and login forms now linked

 mason-ferrell committed on Mar 19

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### Update index.html ...

 mason-ferrell committed on Mar 19

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### login.php and register.php now working, users can create new accounts... ..

 mason-ferrell committed on Mar 10

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- **Mykayla:**

- ***ABSOLUTELY NOTHING***

**Deployment Link:** The game was deployed using 000webhostapp.com, the link is given below.

[jimmys-maze.000webhostapp.com](http://jimmys-maze.000webhostapp.com)