

Jimmy's Labyrinth

Developed by The Screenshots:

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Application Description:

Our group intends to create a maze-based puzzle game, currently with an undecided number of levels. Features of the game include a level system, in which players must unlock the n -th level by completing the preceding $n-1$ levels, as well as a record of each player's fastest time on each level, and the highest level completed by each player. To keep track of this information, the game will require players to play on a personal account should they wish to be able to save their progress.

The player data such as current level, time records, and login information will be stored in a player database specific to each user. The front end will consist of the graphics and GUI that the player will interact with to play the game.

Vision Statement:

To provide an online level structured maze game with cloud saved player data for anyone that has a need to pass time on the internet.

Version Control : Git

beccaarivera / Group111-2-TeamMeetingLog

Unwatch

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Star

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Issues 0

Pull requests 0

Actions

Projects 0

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Notifications

Integrations & services






Deploy keys

Secrets

Actions

Collaborators

Push access to the repository

	<div>Wes L.</div> <div>ThatCardist</div>	×
	<div>Trevor Green</div> <div>trgr5899</div>	×
	<div>mason-ferrell</div>	×
	<div>coph1563</div>	×
	<div>Keval Shah</div> <div>Awaiting kevalds51's response</div>	<div>Copy invite link</div> <div>Cancel invite</div>

beccaarivera / Group111-2-MilestoneSubmissions

Unwatch

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Pull requests 0

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Collaborators

Push access to the repository

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	<div>coph1563</div>	×
	<div>Keval Shah</div> <div>Awaiting kevalds51's response</div>	<div>Copy invite link</div> <div>Cancel invite</div>

beccaarivera / Group111-2-ProjectComponents

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Collaborators Push access to the repository

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	Keval Shah Awaiting kevalds51's response	<button>Copy invite link</button> <button>Cancel invite</button>

Development Methods :

Our first step is to develop a basic version of the game, containing only the basic mechanics, a set of levels which can be played in any order, with no user information. Once the basic mechanics have been built, we can begin working toward a progressive level design, after which we can finally begin working on developing a user database for saving individuals' progress. Once this has been built, we can add auxiliary features such as building leaderboards, including record times and possibly least number of moves. Development will follow agile methodology because the process described will be iterative.

Communication Plan:

We are using a Discord server with different text channels for different parts of the application and also using the server to host group calls.

Proposed Architecture Plan:

We will use a MySQL database. The back end consists of save states, time records, and a log of data for all users. Our game will run on a web server accessible through any browser supporting Javascript. The front end will comprise the graphics,

controls, menu, and player data for each individual player. In order to communicate with the database we will use backend PHP that ties into our front end webpage. There will be separate PHP files that perform each of our basic webapp functions such as login, register, save game, etc. We can use a simple hash and salt for passwords to keep them secure. Apache2 will be the program of choice to host our web server with on an ubuntu virtual machine. No SSL will be used.

Meeting Plan:

In addition to our weekly 2-hour meet times (Monday 6-8PM), we also have created a Discord server so that we can meet at other odd times, or if we are unable to meet in person.