Project 2 Documentation: Hyper Hacker

A Web Hacking Game made by Dan Singer and Emily turner

What does the site do and what’s its purpose?

The website is a hacking game where the user must edit the literal source code of the site in order to win. The levels are time trials, where the faster you can complete a given level, the higher your score.

How can this app be profitable?

The users can upgrade to ‘Hacker Status’ where they unlock extra levels. This service would cost money in a published version of the game, but for now the upgraded service is given whenever the option is clicked.

How you used a templating language

How you used MVC

MVC can bee seen with how we stored most of the data on the site. The Account Schema is stored under a model, implemented in an Account Controller, and then displayed in the level-select.handlebars

What you used Mongo for

Storing user data

How did you go above and beyond?

-Used SCSS for page stylings

-Image uploads to set profile pictures

What did each member do?

Dan:

* Code Architecture
* Level 1, Level 3, and Level 4
* Changing username and password
* Premium signups
* Completion times

Emily:

* Handlebars and SCSS
* Level 2, Level 5, and Level 6
* Tutorial Level
* Image Uploads