Project 3 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 are you using React?

We are using React to dynamically load in pretty much all of the content of the site

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 you used a templating language

Used handlebars to input app data into the view

How did you go above and beyond?

- Used a wide variety of web technologies to make new levels including WebVR, Canvas, and tiny tuba.

- Dan

What did each member do?

Dan:

* Level 6
* Leader boards
* Level select, help, and Levels 1,3, and 4 conversion to React

Emily:

* Level 7, Level 8, and Level 9
* Login, signup, and levels 0, 2, and 5 conversion to React