**Key Development Contributions:**

| [ ACCOUNTS ] |
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| Within the system, I developed the pages which allow the user to register and login (login.html), edit their user details (editAccount.html), as well as delete the user from the database (deleteAccount.html). Within this page I have also made use of regex in order to make sure that the user can only add in users and passwords to the database which are not only valid in the case of the username and password, but also unique in terms of the username, since the username is the primary key, and as such, the unique identifier of the users table. Within my development of the pages which allow the user to make use of user details, I developed the tables within the database which allow my account creation pages to interact with the database, the tables in question is the ‘users’ table. In order for the html pages to be able to interact with the database, I also created javascript files (login.js, edit.js and delete.js), which all make use of javascript in order to allow the input on the screen to be inputted into the database. |
| [ CHARACTER CREATION ] |
| In order for the user to begin playing the game, they must first create a character. I implemented the html page ‘newGame.html’, which, in conjunction with the ‘playerCharacter’ SQL table and the ‘newCharacter.js’ file allow the user to create a new character and begin playing the game. This page has small bits of validation which prevent the user from entering a blank string into this box, since that would break SQL statements if this had been allowed. |
| [ CSS + UX ] |
| Throughout development, I made a lot of the contributions to the general look and formatting of the system, things such as the overall consistent colour scheme, as well as the font used for all text elements within the game are chosen by me, with some input from the rest of the group to find a font which is best fit for the overall experience the user has with the system. Some instances of my contributions for the UX of the system include the small shrinking of the buttons whenever they are clicked, as well as the colour change for the hover event for buttons give the system more of a tactile feel. |
| [ LIBRARY + LIBRARY BOOK COMPONENT ] |
| Within the playable section of our game, I developed my area of the game, my quest, named “Library’s Lament” involves the player taking a quest from the town librarian, ‘Paige Reed’. Her pride and joy, her library, has been taken over by the evil wizard Calligraphous and his signature magic, the ‘Ill Ink’.  In order to develop this section of the game, I made a number of records which are entered into the decisions and buttonOptions tables, these allow my section of the game to take the same shape and visual style as the rest of the game through use of one html page (dungeons.html).  Within my dungeon, I wanted to have something which made it stand out from the rest of the game in order to make the gameplay of my dungeon feel distinct in comparison from the rest of the dungeons in the game. This is where I developed the libraryBook component. This is a small minigame wherein the user is presented with some text from a book, as well as how many lives they have, and the score they need to achieve to cure the book. I achieved this effect through the creation of my own web component (libraryBook.js).  I gave the illusion of the ink taking over the text of the book by using the map function to allow myself to create a variable amount of lines each individually be created with an image of ink on top of it, which has its opacity initially set to 0, at which point, a random number is chosen between 0 the number of inks rounded down (Math.Floor(Math.Random)). After one is selected by this method, opacity is gradually brought up, if the user clicks it before it reaches opacity of 1, they are awarded a point, and the process repeats with another ink. If the opacity reaches 1, a life is removed, with an animation removing one of the hearts. |
| [ STORY ] |
| As was briefly explained within the group video, I came up with the majority of the framework of the lore and the general story of the game and how it takes place. It initially started off in a very different state than the finished product, but after our first meeting, we collectively decided on a more open approach which allowed everyone to build a dungeon which interested them rather than simply just developing what was my own idea. Story detailed below: |
| [ INVENTORY + PAUSE ] |
| Within the system, I also developed the inventory display which can be accessed throughout the game, this gives the user a better understanding of what options they have throughout the game as well as feel as if their actions have consequences. |
| [ USE OF AI ] |
| Within my development of the system, there are a few things which I utilised AI in order to not only accelerate my own performance, but enhance it in other areas:   * Coding errors, in some instances I was unable to find a coding error within my javascript, many times, these were simply syntactical errors since I am relatively new at using this language, so having it help me explain a syntax error and why it was not acceptable helped me not only debug, but also have a better understanding of Javascript in general. For this I used ChatGPT. * Image generation, I used tools such as ChatGPT and Perchance in order to allow me to create visual elements for my section of the game (background elements and character portraits). |