

Milestone 3 Team 3

Features Developed By Demo:

- Paddle interaction via keyboard input
DESCRIPTION: The player's paddle is adjusted based on keyboard input with the arrow keys (left arrow -> paddle moves left and right arrow -> paddle moves right)
- Ball interaction with user (including world boundaries and physics of collisions)
DESCRIPTION: The ball will not surpass world boundaries and bounces off of each paddle
- Auto restart based on ball crossing paddle boundaries
DESCRIPTION: The ball starts again at the center being thrown towards the winner of the last point whenever it crosses the boundary of a paddle signifying the other player has won a point.
- Score count and display

score: 0

Score: 2

- Login Page:
Basic login when users click on our link. It allow for people to sign in or create an account



The login page features a light gray background with a white rectangular form. At the top of the form, the text 'Welcome To King Pong' is displayed in a bold, black font, followed by 'Please sign in' in a smaller, regular black font. Below this, there are two input fields: the first is labeled 'Email address:' and the second is labeled 'Password:'. To the right of the password field, there is a link that says 'Remember me | Forgot Password?'. At the bottom of the form, there are two prominent blue buttons. The top button is labeled 'SIGN IN' and the bottom button is labeled 'REGISTER'.

- Account Page: It will save people's info and display game playing records. It will be connected with a database.

My Profile

Create a profile so you can save all your records.

About Me

Tell us a little about yourself.

What kind of gamer are you?

☐ Casual, I sometimes play
☐ I like a little competition
☐ Competitive

Times in top 10:

Number of Wins:

- Node.js local server

```

GNU nano 2.0.6      File: Server.js

//Example usage in the command prompt
//node Server.js

// Parameters
const port = 880; //Specify a port for our web server
const express = require('express'); //load express with the use of requireJs

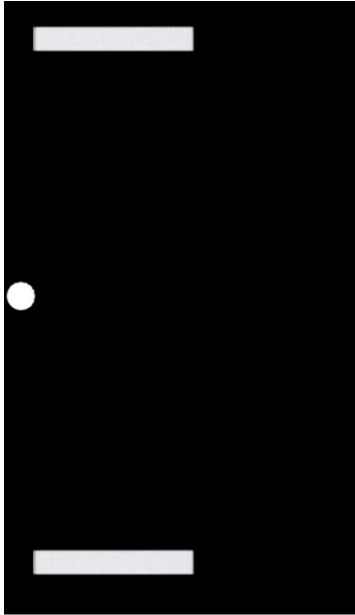
const app = express(); //Create an instance of the express library

app.use(express.static(__dirname + '/')); //Serving static files
app.listen(port, function() { //Listener for specified port
  console.log("Server running at: http://localhost:" + port)
});

Jamess-MacBook-Pro-5:testingPhaser emmagoodwill$ node Server.js
Server running at: http://localhost:880

localhost:880
```

- **ore: 0**
- Paddle and ball image

**What Worked During Demo:**

- Paddle interaction
- Ball interaction
- Auto restart
- Score count and display
- Paddle and ball image
- Node.js local server

Issues Faced During Demo or During Dev:

- No technical issues during demo
- Need to get database up and running
- Next steps are database implementation and multiplayer
- Couldn't show login page, because the code needs to be pushed
- Ball needs to bounce off walls as well

Suggestions Offered by TA:

- Storing things with node.js (Discuss what info)
 - User specific info like wins and losses etc.
 - Push score to node.js
- Build database more