

# ***Untitled***

**Developers:** Ethan Choe, Lavender Tian, Titus Bard, Yonatan Ghebrechristos, Ribash Karki, Brian Mcelvain

## **Project Description:**

Our project hosts video games on websites for a competitive online experience. Since flash game websites have begun to lose presence due to their lack of flash support (gamefudge.com, miniclip.net, kongregate.com, we wanted to take advantage of the new form for online games such as WebGL. Our platform seeks to revive online arcades where you could log on and compete with others in a large array of different video games. These platforms also allowed new independent game developers to upload their own games to begin building a portfolio of work. Although currently our website hosts only one game, we hope to continue adding to its library and developing leaderboards for each game to allow users with accounts to compete with others for the top spot. Currently users have the capability to create their own account and play a version of flappy bird, however we couldn't quite figure out how to source the video-games leaderboard data into an SQL data-base. For our project tracker, we decided to use aggantty.com and follow a gant chart for documenting our progress. This was helpful as it sends weekly reminders of what needs to be done and what's coming up.

**VCS:** <https://github.com/ethan-choe/Unnamed-Code>

## **Contributions:**

### Ethan Choe:

For this project, I coded the video game replica of flappy-bird in Unity which only took about 30min as it's a relatively simple video game. This is separate from our original goal to develop a new video game because we determined that creating a new video game would take up too much time. I also created a login through node.js in order to take advantage of it's server side implementation of java-script and to create a more secure login. This took around 3 days to get it to where it is, however currently all of the usernames and passwords are stored in an array rather than an sql database. The general website format was mainly taken from one of our early labs as it's just a basic navbar with links to a home page and the video game . The game was integrated to the website with WebGL.

### Lavender Tian:

Managed the Milestone deadlines and provided input during the ideation of the project.

### Titus Bard:

Worked on the leaderboard database and provided input during the ideation of the project.

Yonatan Ghebrechristos:

Developed and provided input during the ideation of the project.

Ribash Karki:

Worked on a leaderboard database and provided input during the ideation of the project.

Brian Mcelvain:

Nothing

**Deployment:**