

STREET FINDER

박준호 소병수 장대건 서정빈



Contents

01 Introduction 개요

02 Development Environment 개발 환경

03 Development Process 개발 과정

04 Debugging 오류 개선

05 프로그램 소개...?

06 QnA 질의응답

01 Introduction

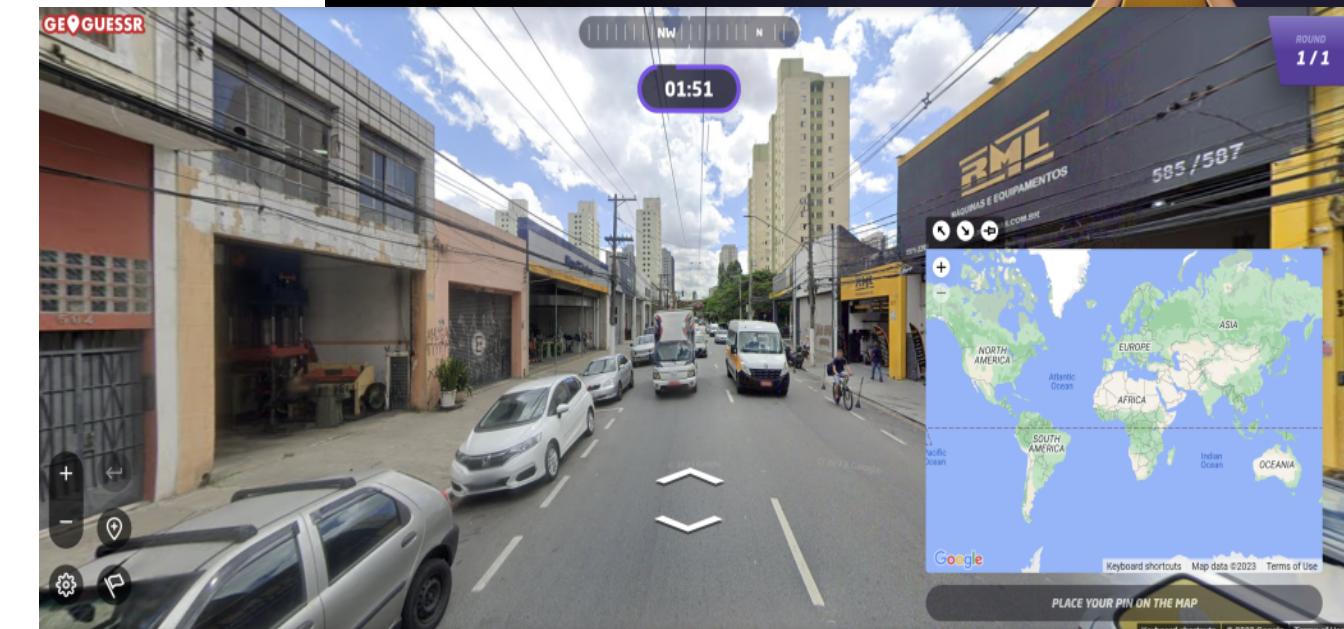
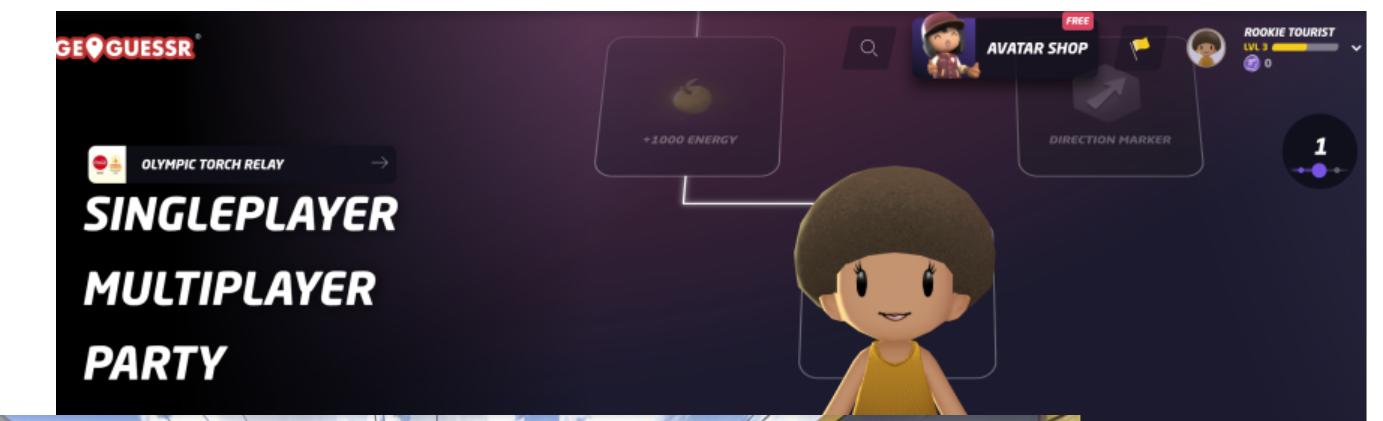
GeoGuessr의 한국버전

대구 랜드마크 API를 이용해 지역 홍보 및 정보 제공
Naver Maps API를 이용해 거리뷰와 지도 구현

플레이어 수에 따른 싱글/멀티 모드 지원

멀티 모드 진행 시 채팅을 이용한 소통 지원

교육적이면서 캐주얼한 웹 게임을 지향

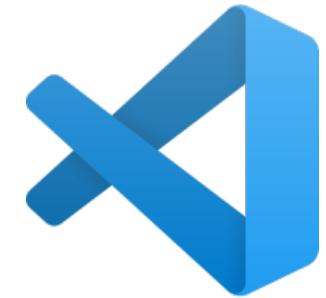


< GeoGuessr >

02 Development Environment

1. IDE

VisualStudio Code

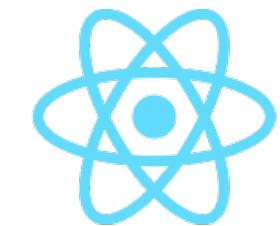


2. DataBase



PlanetScale

3. Frontend



React



TypeScript



NextAuth.js



TailwindCSS

4. Frontend Hosting



5. Backend



Springboot



Gradle

6. Backend Hosting



03 Development Process

03 Development Process

04 Debugging

The background of the entire image is a high-angle aerial photograph of a modern city, showing a grid of streets, numerous skyscrapers of varying heights, and a mix of green spaces and infrastructure. The lighting suggests it's either morning or late afternoon.

STREET FINDER

STREET FINDER

<https://streetfinder.vercel.app/>



QnA

Thank you
