

Introduction

Treasure Hunt Puzzle is a web-based game that challenges players to find hidden treasures within a limited time frame. The game is designed to be interactive and engaging, with various levels of difficulty that increase as the player progresses. This game is implemented using HTML, CSS, JAVA SCRIPT and PHP.

File Structure:

The game consists of 13 files, which are organized in a specific structure to make it easy for developers to maintain and update the game. The files are as follows:

login.php - This file contains the login form where users are required to input their email and password. The form redirects to verify.php upon submission. This file is crucial for verifying user credentials and creating a session for the user.

form.html - This file contains the form that accepts the player's name, email, password, date of birth, and uploaded file attributes. On submission, the form redirects to test.php. This file collects the user's basic information and uploads a file (if required).

test.php - This file inserts the submitted form data into the database and checks for a database connection. On success, the file redirects to verify.php. This file checks the form data against the database and creates a connection to ensure that the player can access the game.

verify.php - This file creates session variables and assigns them values. It then redirects the player to the dashboard.php page. This file creates a session for the player and assigns values to the session variables.

dashboard.php - This file contains a navigation bar with links to the play.html page, view.dashboard.php page, profile.php page, and logout.php page. This file provides a central hub for the player to access all the game features.

play.html - This file contains the actual game that the player interacts with. The game challenges the player to find hidden treasures within a limited time frame. This file is the main game file and is responsible for gameplay.

view.dashboard.php - This file tracks the player's progress by displaying their scores. This file retrieves the player's scores and displays them on the page.

profile.php - This file displays the player's details. This file retrieves the player's information and displays it on the page.

result.php - This file displays the player's score after they have found the treasure. This file retrieves the player's score and displays it on the page.

lost.php - This file displays a message to the player when they lose the game. This file displays a message to the player when they fail to find all the hidden treasures within the given time frame.

style.css - This file contains all the CSS styling for the game. This file is responsible for the game's visual appearance.

script.js - This file contains the main gaming logic. This file is responsible for the game's interactivity and logic.

logout.php - This file logs the player out of the game and redirects them to the login page. This file is responsible for ending the player's session and redirecting them to the login page.

Gameplay

The game consists of a login page where the player is required to enter their email and password. Upon successful login, the player is redirected to the dashboard page. From the dashboard, the player can access the game, view their progress, access their profile, and logout.

The game challenges the player to find hidden treasures within a limited time frame. The player interacts with the game by clicking on various objects within the game window. When the player finds a hidden treasure, their score increases. If the player fails to find all the hidden treasures within the given time frame, they lose the game and are redirected to the lost.php page. If the player finds all the hidden treasures, they are redirected to the result.php page.

How the soft skills of the user is assessed?

The user needs to find the treasure which was hidden behind some number. The user wins if he goes to the number. On clicking some number will give a clue which makes a path closer to the treasure. There are only 5 chances; if the player exceeds the chances, he loses the game. Here the soft skills of the user are assessed by solving the riddles that are being provided behind the numbers and also by the clues in which decoding of the number through image, text, gif is done. Two dead ends are there in the puzzle which makes the user lose more marks. The result of all the players is also tracked.