



Finding Pluto

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Lab 14 Group 3

Tools Used

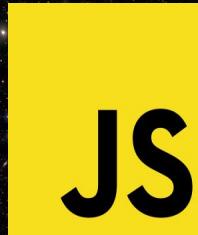
Purpose:
HTML



Purpose:
Project Tracking



Purpose:
Connecting back end to front end



Purpose:
Deployment



Purpose:
Organization/Communication



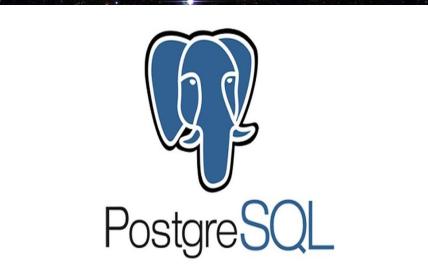
Purpose:
CSS



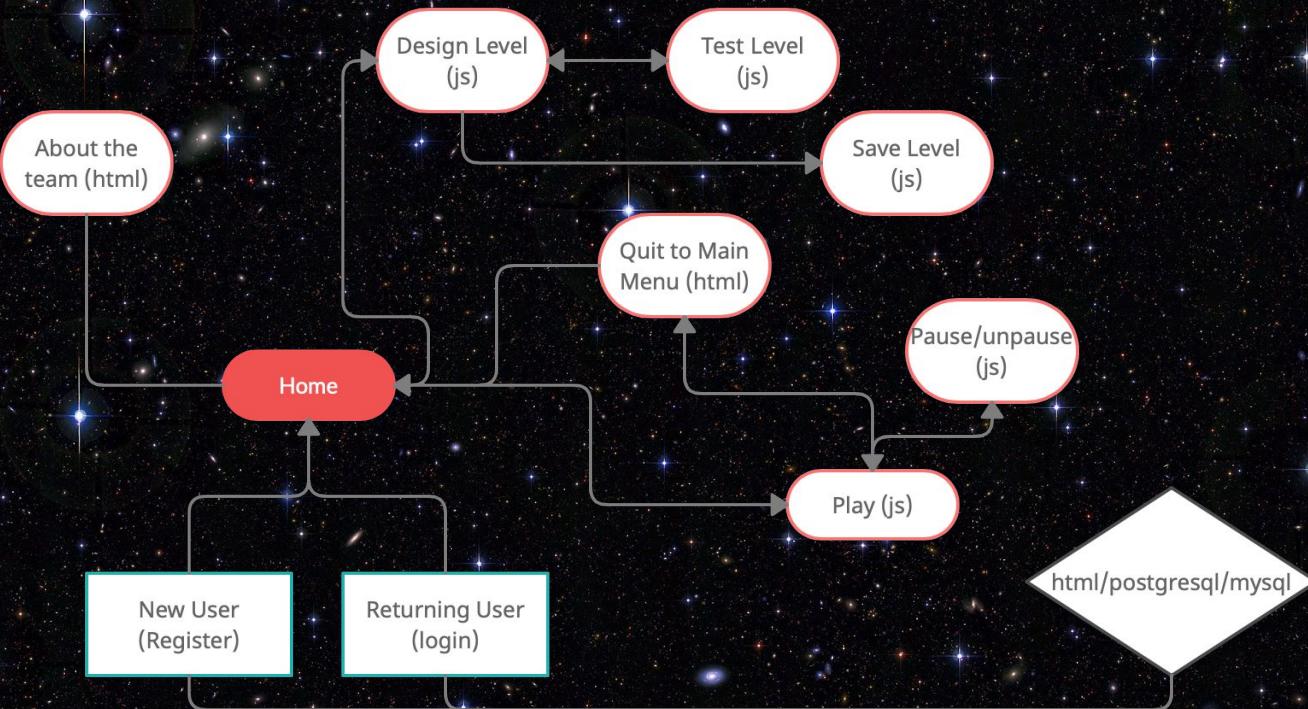
Purpose:
Login/Registration



Purpose:
Database



Architecture Diagram



Challenges

Backend: Database/storing data
-connecting to local host

Fixed: Office Hours/console.log

Affects: Could not store the levels
into the database

Frontend: Navbar, organization,
game mechanics

Fixed: Research on html/css, web
page structure

Affects: Game loaded before
Navbar/overall structure of web
pages was not as clean as we had
planned.

Game Mechanics

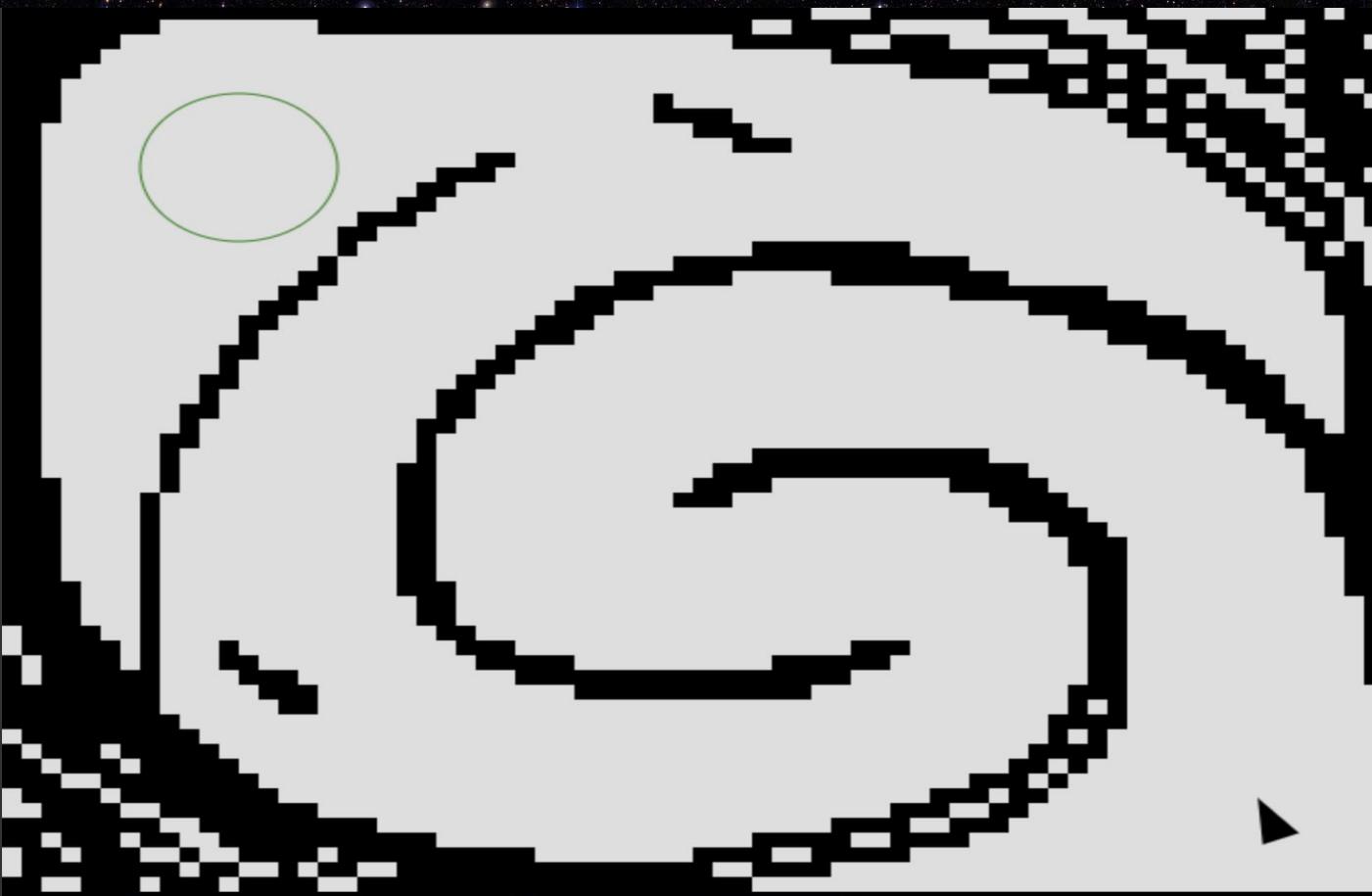
True to Newton's Laws (more or less):

Position is updated continuously by velocity, velocity is updated continuously by controls.

Checking for collisions: Based on checking if segments intersect.

Edit Mode: Gets coordinates of mouse click/drag, updates game screen based on edit type.

Project Demo



Pause Toggle Inertia Reset Lvl ← Previous **Next →** Place Walls Place Attractor Relocate Player Place Landing Pad