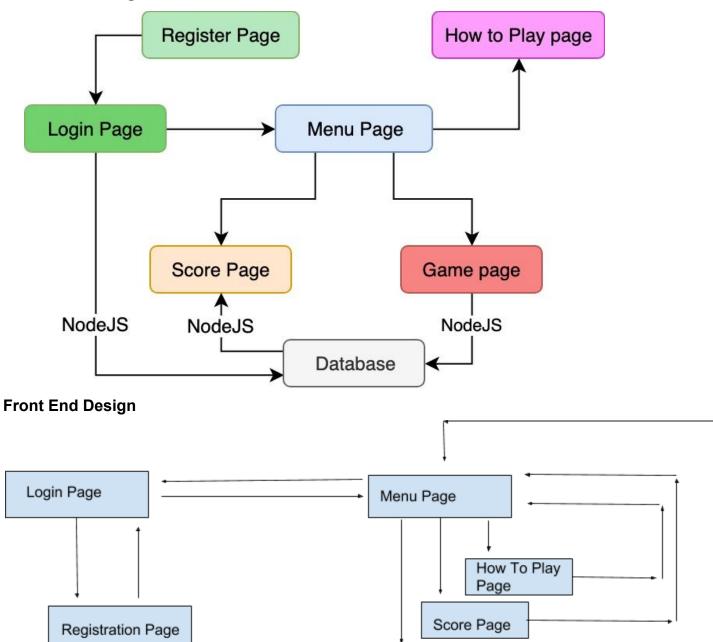
# **Milestone Four**

Team 104-4 | Squad 4

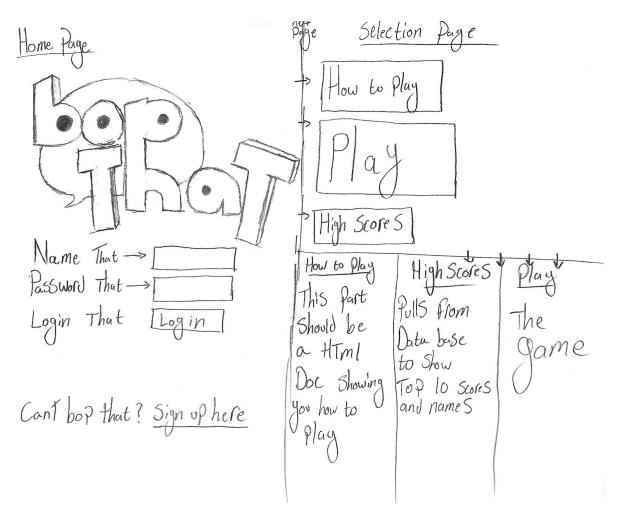
### **Revised List of Features**

Login Page	This is the initial screen that shows up. The user can log in to their existing account, which will take them to the home page. If they do not have an account, there will be a button to register that will take user to register page. After the register page you will be directed back to the login page
Register page	User creates an account. Once they are registered, they are taken to the home page
How to play page	Instructions on how to play game
Score page	Shows leaderboard of everyone who has played and their scores
Game page	This is where the game is played, starts with a timer that counts down to start the game
Menu page	The menu page features 3 buttons that take to the how to play page, scores page, play page
Database	PostgreSQL database that stores email, username, password, and score
Integration Layer	Uses NodeJS to connect our database to the front-end
Sound Design	Soundtrack/Sound effects will be integrated into the game

## **Architecture Diagram**



Game Page



### **Web Service Design**

Our current plan is to build this game/website without the use of API's.

#### **Back End Design**

For our database, we will mainly be collecting the user account information and information on high scores to use in the leaderboard page. This will allow us to verify accounts when the user logs in and to show all of the top scores of the game. The DBMS we will be using is PostgreSQL.

Users

Username
-string

password
-String

Store

-INT