

Cloud Computing Project Proposal

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Goal:

We plan to implement a simple website game.

It is mainly about color sensitivity. A grid is provided and all the small squares in the grid are filled with the same color except for one random square. Only if the player correctly clicks on the different square can the game move on to next grid, which contains even more squares and different color. There will also be a timer. If the time is used up, the game will terminate and the result will be shown to the player.

Method:

The idea is to use HTML, JS and D3.js to build the interface. We plan to store the color pairs (two similar colors) in a database, the color being shown in each round of the game can be randomly chose. Also, the database will store the best score of the player. Each time when the game terminates, the current score and the history best will both be presented.

All the code related to the project will be wrote by ourselves. Currently we are able to implement the interface. The connection to the database with http proposal is the core knowledge we are studying.

Schedule:

- 10.28 - 11.4 Design the game interface and implement some basic interactive design.
- 11.4 – 11.11 Learn and use the app engine to design the framework for our application.
- 11.11 – 11.18 Fill the database with the color pairs and connect database to server. Store the scores of the player to the database.
- 11.18 – 11.25 Test the application and write the report.