

Project: Arcade Maschine

Introduction

This project is all about building a fun Arcade Machine and hosting it as a Static Web App. The main idea was to create something interactive and learn how to use modern hosting solutions like Azure Static Web Apps. The result? A web app that's easy to access and fun to use!

Project Goals:

- Build an arcade-style game that runs on the web.
- Host it using Azure Static Web Apps.
- Learn more about web development and cloud hosting.

Technical Setup

Here's how everything fits together:

1. Frontend:

- Built using **HTML**, **CSS**, and **JavaScript**.
- This includes the game visuals, user interface, and the main logic for how the game works.


2. Hosting:


- The project is hosted on **Azure Static Web Apps**.
- Automatic deployment happens through **GitHub** whenever we push changes.

3. How It Works:

- We wrote the code and push it to GitHub.
- Azure automatically takes care of building and hosting the app for me.

We also tried to host the Arcade Maschine on a customized domain, but we always got this error:

 **Domäne wird gekauft.** ×

Beim Kauf der Domäne und Erstellen der Azure DNS-Zone ist folgender Fehler aufgetreten: Das Abonnement ist nicht für die Verwendung des Namespace "Microsoft.DomainRegistration" registriert. Informationen zum Registrieren von Abonnements finden Sie unter <https://aka.ms/rps-not-found> .

Architecture Diagram:

Building the Arcade Maschine

Here's a quick breakdown of how we put everything together:

Step 1: Building the Game

- We used **HTML** and **CSS** to create the layout and visuals.
- **JavaScript** handles the game logic and user interactions.
- Images, sound effects, and animations were added to make the game more fun.

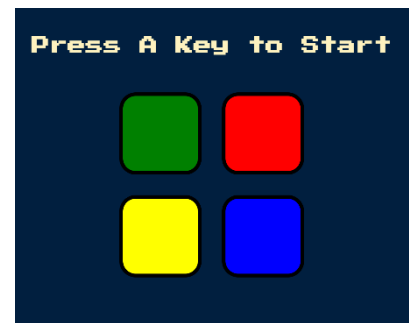
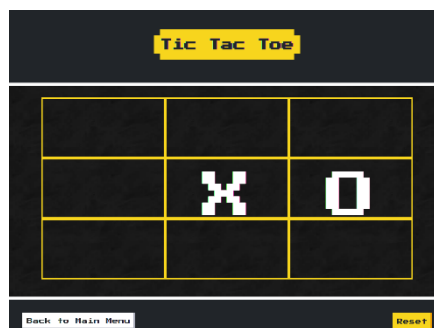
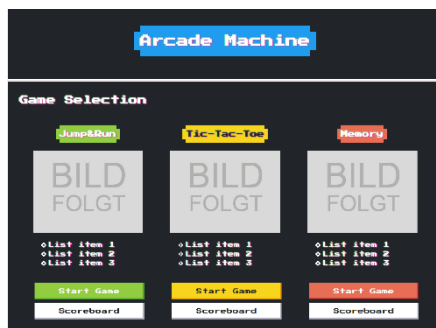
Step 2: Hosting on Azure

- I set up an **Azure Static Web App** and connected it to my GitHub repository.
- Now, every time I update the code and push it to GitHub, Azure automatically updates the hosted version.

Step 3: Testing and Having fun

- We tested the game on different browsers (like Chrome, Firefox, and Edge) to make sure everything works well.
- As it is a Arcade Maschine, you should also have fun while testing it.

Here are some screenshots of the Arcade Maschine:



The Arcade Maschine is hosted on:

<https://thankful-island-02bf0db03.4.azurestaticapps.net/>