

5/1

Forked repo and set up the project for development. Verified the project built and the containers could be disposed of.

5/8

Sketched page layout in notebook. Sketched out input flow and output flow. Designed a first draft of the game map, items, character interactions, etc.

5/15

Diagrammed out the API routes and the database entities, redesigned the game map somewhat.

5/20

Began programming. Implemented a first draft of the inventory and location history entities.

5/21

Worked further on inventory and location history entities.

5/26

Fixed some typos/bugs with location history and inventory, added post routes for both.

5/27

Completely reworked inventory and location entities, fixed post routes, added a put route for location. Got seeders working for user/items/locations.

5/28

Tested backend routes with postman and touched up the code and comments.

5/30

Basic functionality in the API and database implemented and manually tested, moved onto basic front-end functionality. Added new custom router, added Homepage and Login page.

5/31

Added a new World Map page, Sign-Up page, and added an Http-Client to connect the front-end and back-end. Added basic front-end to back-end connections.

6/1

Minor touch ups and warning/error fixes

6/2

Added first pass authentication implementation, added back-end routes to support front-end retrieval of a user's inventory and discovered locations.

6/3 thru 6/7

Continued authentication work, added firestore to backend and frontend. Worked out multiple set-ups of firestore between the front-end and back-end. Wrote a fastify plug-in for firestore on the backend. Made some miscellaneous pages to the front-end.

6/8

Spent the entire day on the frontend. Added a lot of styling for the website, designed the landing page, designed the world-map page, added a bunch of images and assets, changed the world-map component, added functionality for the world-map icons. Handmade all the assets.

6/9

Worked on assets, used AI image generators with GIMP and other tools to make backgrounds for the game. Touched up routing.

6/10

Fixed some database issues/bugs with the location table, touched up the routes more, added functionality to the World Map component on the front-end. Worked on the Farm page/component. Dealt with a mikro-orm plug-in bug. Added functionality for the location/PUT route. Converted the very buggy useStates to RecoilStates, fixed many of the bugs that I was dealing with pertaining to state management.

6/11

Added new Gates location, added styling for the Gates page and assets. Worked further on getting the interactions to function correctly. Added new DialogBox component to make dialogues easier to add. Added dialogue to existing interactions.

6/12

Refactored routes on the backend for easier manageability. Worked further on authentication, now backend has Firebase and Firebase Admin to add users(necessary on backend for consistency between Firebase Users/Database Users), and also validate tokens. Almost all requests now require a valid bearer token. Experimented with breaking off verification, but couldn't get it to work.

6/13

Reworked the RecoilStates into separate atoms, increased the state consistency even further. Messed around further with authentication and dealt with a token expiration bug(very annoying). Changed more styling and added a Side-Path, City, Village location. Fleshed out interactions for both. Worked further on styling and front-end appearance.

6/14

Fleshed out interactions even further, worked on Docker build to make sure it's working correctly. Refactored some code for docker, added more styling and assets to the game. Added two endings to the game, a good and a bad ending. Added shop location and interactions.

Walkthrough:

(In every location use "Look Around" to see interaction options)

Good Ending

Farm:

- Grab Shovel
- Read Sign

Gates:

- Take the side-path

City:

- Speak to the mysterious woman

Mine:

- Click on the Mine

Congrats, you've successfully escaped

Bad Ending

Farm:

- Read Sign

Gates:

- Speak to the Guard

Village:

- Enter the Shop

Shop:

- Attempt to steal the sword

Congrats, you are dead.