

<https://github.com/maxzinzi/FinalProjectCS325>

Task List-

- A new name that the users will like not “Muke-Us3”
- use version control system for coding
- use standard interfaces and protocols
- scalable coding in mind
- html code does not contain business or game logic (for mobile market)
- coding with compatibility with different components and technologies in mind
- make fake data to test the website
- make different games accessible at once
- make sure the game assets are less than 100k size
- minimal bugs and crashes
- add funny error messages
- user information to be saved on login
- admin login with “SoggieMuffins” username and 1234 password
- allow for users to make their own credentials to log in
- make it so users stay logged into the site
- add welcome landing page
- securely store passwords
- FB/Google log in options
- stats on game pages for users
- make sure stats are always displayed
- expandable dashboard
- games coded for just one hand gameplay
- add pause screen
- be able to save progress
- make website graphically appealing
- different skins/looks for the games
- medium quality graphics and sound effects for the games
- ability to mute sounds in settings and they save
- user data stored in database (high scores)
- use a singleton pattern
- use a bridge pattern to make a database manager
- create a bridge to a potential api to deliver ads
- add a tutorial for some users
- add an easter egg for the user to find