1. Introduction of Team

**Alex McCaslin** - mccalex1@umbc.edu

* Menu interface
* Game interface
* HTML
* CSS
* Javascript

**Brendan Waters** - b101@umbc.edu

* Database setup
* PHP
* Javascript

**Eric Gottlieb** - eric29@umbc.edu

* River mini-game

**Taylor Brzuchalski** - tbrz1@umbc.edu

* Graphic Design
* Updating images/gifs

2. Location of Project

**Proj.js**

* Holds a majority of the code for the project.
* Does not hold the river minigame or anything to do with the database.

**Proj.css**

* Holds the entirety of the css code for the project.

**Proj.html**

* Holds the entirety of the html code for the project.

3. Project Description

This project is a web-based version of the game Oregon trail. The main functionality of the game has been kept the same with just a few modifications. The game begins with the player choosing to travel the trail, learn about the trail, view the oregon top ten, or choose management options. Once travel the trail is selected, the game begins. The player then chooses what kind of person to be, the names of the members of the party, and when to leave independence. Next, the player must buy items they may need on the trail at the store. They are given an amount to spend based on what kind of person they chose. After they are finished at the store, they begin their journey on the trail. There is a menu displayed with options that the player can do at the time, with one option being to continue on the trail. The player can encounter random events that occur in between landmarks along the trail. There are splits in the trail where the player can decide where to go. If the player cannot continue on trail (no replacements for broken wagon parts, no oxen, death of party leader, etc), the game is over.

The hunting game has been replaced with a fishing “game” where there is a chance to catch a fish. There is a gif for catching a fish and one for not catching a fish. Because there is fishing now, the bullets from the store have been replaced by worms. The graphics have been re-done with the exception of the backgrounds of the different landmarks. An event where an alien abducts a member of the party has been added. The river mini-game at the end of the trail and the menus are different from the original game, but with the same functionality in mind. When any member of the part dies, a message can be added to their tombstone. This tombstone will display when passed.

4. Database setup

On Brendan’s (username b101) studentdb-maria.gl.umbc.edu database we have set up two tables. One is for highscores and contains a row for each person who has completed the game. The columns of this table are (incremental) count, name, and score. The other table is for tombstones. There is one row for each tombstone--that is one entry for each team member (up to five per play) that dies--along the trail. The columns for this table are (incremental) count, timestamp (real-time the tombstone was entered), date of death (in-game date), name, mile, and message. To access this database, the game uses AJAX to make an http GET request to a PHP script on the local WAMP/MAMP server which uses a mysqli connection to the studentdb-maria database.

5. Languages Used (not including html/css)

**Javascript**

* constants.js
* dbWork.js
* proj2.js
* riverGame.js
* trade.js

**PHP**

* addHighScore.php
* addTombstone.php
* eraseHighScores.php
* eraseTombstones.php
* getHighscores.php
* getTombstones.php

6. Slick sheet (screen captures)



