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CS 290
Final Project

ROSHAMBO

When a user logs in or signs up a username cookie is created. The name of the cookie is username. We store passwords in a database in a users collection.

From the main page our application consumes data from logged in users. When a user plays the game and wins their win count is updated in the leaderboard. The win count is stored in the same collection as usernames and passwords (the users collection).
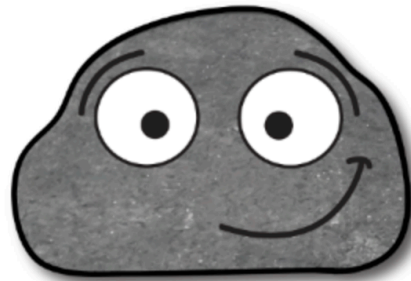
Leaderboard

1. struhsn 34
2. hanna 10
3. benny 1
4. gruber 0
5. bobby 0

From the main page users can view information retrieved from the database. We retrieve the win count using an AJAX call which queries the database and returns every username and win count.

You win!

R   P   S

The coolest feature imaginable is the gameplay itself. Users can waste away hours or even days of unending pleasure and excitement. Upon a user choosing among the r, p, and s buttons, their move will be sent to the server. Some server-side logic will compute the winner and the response returned will tell the browser who won.