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**Objectives**

One of the main focuses of the project was to have a functional co-operative game, thus allowing users to play with their friends. A second objective was to have a functional navigation system that allowed for users to browse easily, while also allowing the website to access pertinent session information throughout, without having to copy code. Finally, I was tasked with creating a point system that could be triggered in events to increase the users’ status.

**Methodology**

In order to create a game, I first brainstormed for a good fit for our website. As we aimed to create a website that provided a safe environment for kids to learn about social media, a collaborative word game was decided upon. In this game, children try to guess the same word, without giving each other hints.

To complete this, I separated the task into three steps: creating a game, accessing previous rounds, and submitting new rounds to the game.

For the first step, I created a section that searches for existing games with your friends. If a game round is found with your same friendship ID, it creates a link to the existing rounds to the game. If no game is found, an option to create a game is given by using a submit button that loads the player into the game page, thus allowing each friend to have a single game at any given time.

For the second step, I sorted the user’s words and the other player’s words, displaying them each on different sides of a table, in a list of rounds. For each full round played, a new round is created. Upon submission, the other player cannot see the word and is prompted to play their own, directing them to the second portion of the game. This is done by using if statements to determine whether the player’s latest round contain a word or is NULL.

In the third step, the players latest full round is compared, and if a match is found, the game is won. If no same word is found, the round is shown and the players can continue to enter words. If a player accidentally plays too many words, the next round their friend plays continues in the latest round, thus avoiding a player from having to answer multiple times to catch up.

For my second task, I created a file titled layout.php, that contains the slices created for out website, and the session start information for all the main pages. This page acts as a visual header, and contains the information that reads in the username attached to the login session, as well as the status and how it is deducted based on the users’ points. This is included throughout all the pages, and allows for consistency throughout the website.

Finally, I created a simple point system that reads in a user’s points from their account and updates them upon taking specific actions, such as sending messages and playing games. It is trigged via an include statement found within these actions, and provides a fun initiative for kids to explore the website.

**Conclusion**

In conclusion, all of my assigned objectives were completed, though there is room for refinement such as preventing extra rows to be played in the game, and using Javascript’s AJAX tool to keep from reloading the page.