*Coursework 1:   
Game Website*

*Place cover sheet here*

FOR COURSEWORK, YOU MUST.

1. Finish the website using whatever resources you need.
2. Go across the website, optimise, turn to shorthand where possible, adjust values where needed and change variable names where necessary
3. In addition to just optimizing, change where appropriate into better ways to do the same thing, for example check if a way you’ve set a position is the best way

Front end is done, redundancies removed. Now for backend then we can display this.

Checklist.

* Front End
  + Registration / Login Page
  + Game Page
  + Profile Page
  + Leaderboard Page
  + About Page
* Back End
  + User Detail Storage
  + Profile Detail Storage
  + Game Score Storage
* Registration must store login details, login must work with stored registration details
* Game page must have game with all is functions
* Profile Page must allow storage of additional info such as name and address, telephone etc & update with personal game statistics
* Leaderboard page must update with game statistics

In order.

REG LOGIN BACKEND

GAME PAGE

Game with all its functions and score storage

PROFILE PAGE

Profile additional details

Profile lists details

Profile lists scores

Leaderboard Page

Lists scores

**Introduction**

The plan for my coursework is to create a speed running maze game, with visual effects that reward fast players and a leaderboard system to compete against.

The website will match the maze theme with solid lines and high contrasts. The mazes are not randomized. There will be a series of levels that each player will complete, the objective being to complete each level as fast as possible.

Players can compete to gain the fastest time on each level, or for a total time for all the levels. I aim to create a lowered field of view with a dark radius around the player so that memorizing the maze layout for each level is key to gaining the best times.

I also aim to have music that plays only when the player moves, so consistent movement without stopping is the most visually rewarding.

**Section 1: Website**

I have a general idea for the website planned out, but I’ll build upon it as I extend it.

The first window will be the registration / login page. Players will be prompted to register if they haven’t created an account already, with details being stored in JSON format as requested. Duplicate registrations will not be allowed.

Once an account has been created, or they already have an account, the player can login with their details. Incorrect details will be prompted with an error message.

Once successfully logged into the account, the game page will be accessible.

**The Registration / Login page** will feature input fields such as username, email, password and allow the player to create an account that will be stored in local storage. The login page will allow the player to login using these details and access the game.

**The Profile Page** will feature the accounts personal stats and the ability to input additional information.

**The Game Page** will feature a home button in the top left. The main screen will have the game in the centre, a video background of maze gameplay, and a menu above to select between different pages. (this menu will become a dropdown at certain sizes).

**The Leaderboard Page** will feature a leaderboard of individual times per level & total times for all levels. These will be listed under the associated username with the account.

**The About Page** will feature a basic description of the objectives of the game and possibly the story behind it.