**GAME NAME:**

* RealGolf.Games Web

**TIME TO CODE:**

* Way more than 68 Hours and 14 Minutes (Wakatime Stats)

**DESIGN:**

* 3 different game boards, one for 4Winning, Exact and Precision
* A dashboard to display the latest Game to the User
* A user authentication to register and login as a User, with a MongoDB databank in the Backend
* An option to save 4Winning and Exact Games in the Database and continue playing later
* A public profile, which can be customized, with a Bio, a Status and many Social links, displaying the One Player Precision High scores as well as a link to all the Users Games
  + Giving other users the option to open and copy a game from that user
* A site with the Rules of the Games, as well as the different Modi which can be played by the User
* A site show casing how to add the Website as a Progressive Web App PWA
* A FAQ with Frequently Asked Questions ([FAQ Link](https://github.com/realgolf/web/blob/main/FAQ.md))
* Link to the GitHub, [Golf rules](https://github.com/realgolf/golfrules) and [Documentation](https://github.com/realgolf/docs)

**STAGES TO COMPLETING CODE:**

* What did you code first? Why?
  + I first coded the 4Winning game and then the Exact
  + After a Year I added a user authentication
  + Shortly after I have added Precision and the option to save Games in the Database
  + Half a year later I have added a Public Profile
* Was anything difficult? Did anything ‘break’? Did you fix it?
  + I lot of things were difficult to do and many things broke during the development process
  + The most recent thing was the Menu, which couldn’t be opened, when the User wasn’t logged in

**OUTCOME:**

* Happy with your game?
  + Yes I am currently very happy with the game, but still have a lot to work on, all the stuff I need to work on can be found here: [GitHub Issues](https://github.com/realgolf/web/issues)
  + The current version can be used here: [Website](https://realgolf.games/)
* Finished? Proud of your work?
  + No I am far from finishing the game and will continue adding new features and Games
* Fun? (Yes!)

**USED TECHNOLOGIES:**

* MongoDB for storing the data on a database
* SvelteKit for the Front- and Backend
* TypeScript as the Programming language
* SCSS for the Styling as a better version of CSS
* Shell for Pre-Commit Test before pushing to GitHub, testing if the Program still Builds and all Lint Test are working.

**PRODUCTION ARCHITECTURE:**

