Treasure Hunt - Sphoorthy Style - Technical Team

# Treasure Hunt Overview (General)

The user will be presented with 10 riddles or levels to solve, with each level unlocking only after the previous one is successfully completed. If a user finds a riddle or level too challenging, they will have the option to access a clue for assistance. However, to avail this advantage, they must use power-ups (boosts). These power-ups can be earned by playing and winning mini-games, such as Wordle, WE-related games, or bootcamp-themed challenges.

# Technical Team Members

1. Jayashre - Lead
2. Aastha Deshwal
3. Deivanai Saravanan
4. Dyuthi Vivek
5. Khushi Chaudhary
6. Nikita
7. Riya Ahlawat
8. Shreya Sinha
9. Swetha

# Tech Stack

Kindly refer to the documents shared in the WhatsApp group - '**Treasure Hunt (Sphoorthy Style) - Technical Team Group**'.

1. game wise tech stack.docx (only refer our game)
2. tech\_stacks\_for\_gameDev.pdf

***Note: Kindly inform me if there are any technical stacks that cannot be integrated due to issues, so we can coordinate with the Specialized Duckies to adjust the tech stack accordingly.***

# Questions & Minigames Ideas

The **Creative Team** will develop the ideas and overview for the questions and minigames, which will then be shared with us.

Our sole responsibility is to implement those ideas, including the questions and minigames.

***Note: If you have any ideas for questions or minigames, feel free to share them—I’m open to suggestions!***

# Team Division

## Frontend Team

## Game Development Team

## Backend Team

***Note: The team divisions will be finalized soon.***

# Functionality to be Implemented

***Note: Will be Updated!***

1. Locking of the levels
2. Routing to the unlocked levels
3. Session Management (per user)
4. Minigames Development
5. Storage of Powerups - Maintaining them
6. Clues Management

# Pages to be Implemented

***Note: Will be updated!***

1. Home Page - Welcome Text + Button to Story Page
2. Story Page - Story Text revolving around Sphoorthy + Button to Level Demonstration Page
3. Level Demonstration Page - 10 Levels/Riddles
4. Each Riddle/Level Page - Clue Button, Minigames button, powerup count, next riddle button (enabled if curr level solved)
5. Mini games menu page - list of games
6. Each Mini Game Page
7. Popup for Clue

# Notes for Team Members

***Note: Will be Updated!***

1. Have the communication in the Group itself
2. Please try to complete the assigned tasks on or before the estimated date!
3. Keep the group members informed if you push any updates to the Git repository to avoid merge conflicts.
4. Kindly let me know if you are feeling uncomfortable or facing any difficulties with anything.

# Meeting Minutes

## Jan 21st 2025 - First Meeting

* 1. Briefing about Home Page, Story Page, Level Demonstration Page, 10 Level Pages
  2. Basic functionality needed by Monday (27th Jan 2025) Eve; Design and Colour Secondary
  3. Assigned People: Refer the Presentation PDF
  4. Created React Project!
  5. Home page and Story Page can start with Ui, if functionality is done! (Refer the below theme images)
  6. Level Demonstration Page and 10 Level Pages can also start with UI if they are quickly done with the basic functionality.

## Feb 5th 2025 - Team Meeting

* 1. Recap of completed tasks and upcoming assignments.
  2. Session management needs to be implemented as the website is designed for a specific user.
  3. The creative team has finalized the questions.
  4. Tasks to be completed by Feb 12th, 2025:
     1. Login Page – Flow: Home Page → Login/Sign Up → Story Page
     2. Sign-Up Page
     3. Session Management
     4. Levels Page (3 vs 3 vs 4 – Assigned to Khushi, Deivanai, and Aastha Deshwal)
        1. Add Questions, Answers, Clue Pop-ups, Power-ups Count, Mini Map Buttons
     5. Home Page & Story Page – Can start replicating the creative team's ideas

# Creative Team Idea

