

Bitcoin “Miner”

Phase 1 Report

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Problem Statement

For this project, I will be developing a web app that will serve as an in-browser game. This game will “mine” bitcoin for you, however it will be fake and just an arbitrary name for the currency you will get. The more you click the mine button, the more currency (clicks) you will obtain that can be spent in the store. This store will provide several different upgrades, from changing the looks of the page to multiplying the amount you get per click.

System Requirements

The app will provide a large number that will gradually increase with the amount of clicks the user inputs. This number will be saved as will any potential upgrades they will obtain.

This app will not actually make you any bitcoin, it’s just what the in-game currency will be called.

This app may not be able to handle an infinite number of clicks, there may be a limitation to the max number.

Functional Requirements

Each user will have a sign-up page to save their progress. This may be just a username sign in with no password for simple accessibility.

The user’s information will be stored in the database and remembered for the next time they play. The number they obtained as well as what upgrades they obtained will be stored.

If the user signs in with a username that hasn’t been used before, it will automatically create that user. If it has been used before it will simply sign them in.

Blueprint & DOM

Bitcoin Mining Simulator

Nav "Bar"

Home

Store

About

Sign - In

Counter: 9999

Big Mining Button
to add 1 to counter

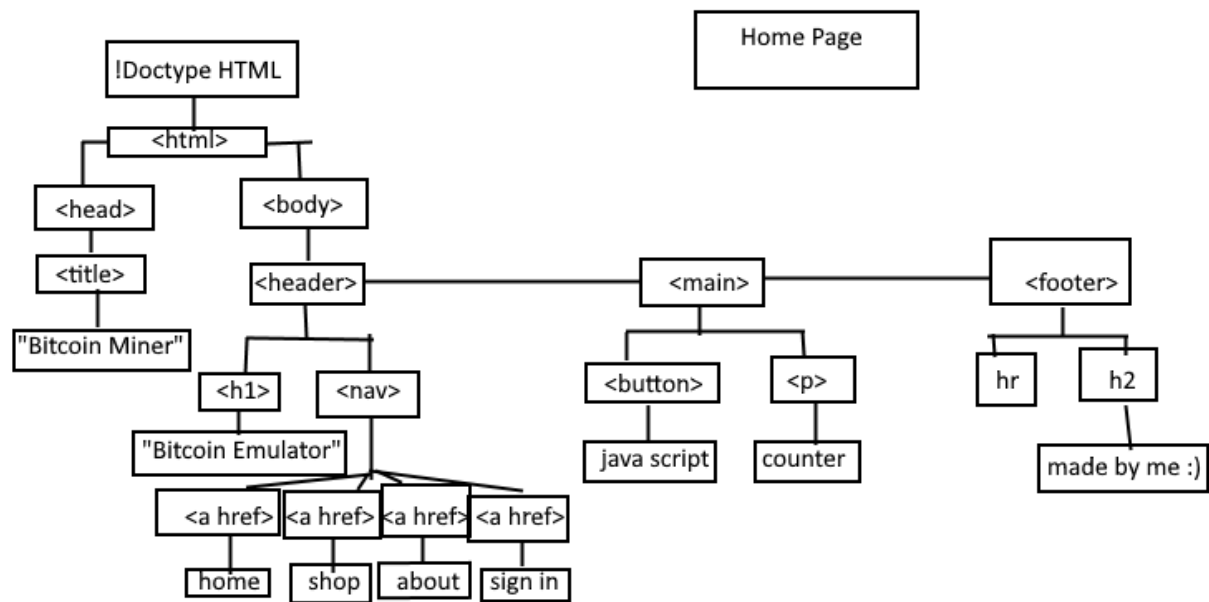
footer info

Shop Front

Nav "Bar"

Utility	Price	Cosmetics	Price
	1232		4324
	34234		333
	432424		423432
	999999		4324324

footer info



Links

<https://github.com/ruttabl/phase1> Github

<https://ruttabl.github.io/phase1/index.html> Link to website