

WD Diploma - Capstone Project

Project Title: *XTAR FLEET*

Author: *Sayem Mohd Farhad*

Cohort: *Web Development Sept, 2021-2022*

Project Overview

1.1 Description

Are you bored? Sitting around your couch the whole day on a long weekend? Get your phone or tab and start eliminating threats to the society. Brace yourself for the impact.

1.2 Problem

Building the functioning game. Animated Opponents and heroes. Calculating total points. Sprite sheet implementation.

1.3 User Profile

Who is the end user?

- Any age group can use the application.

How will they use your application?

- They will enjoy the interface and functionality.

How does the application help them?

- Helps them get rid of boredom or face challenging opponents as the game levels up.

Are there any special considerations that your design must take into consideration for the end user?

-Not yet specified

1.4 Requirements: Use Cases and Features

The game will be as interactive as possible paying maximum attention to users involvement.

1.5 Tech Stack and APIs

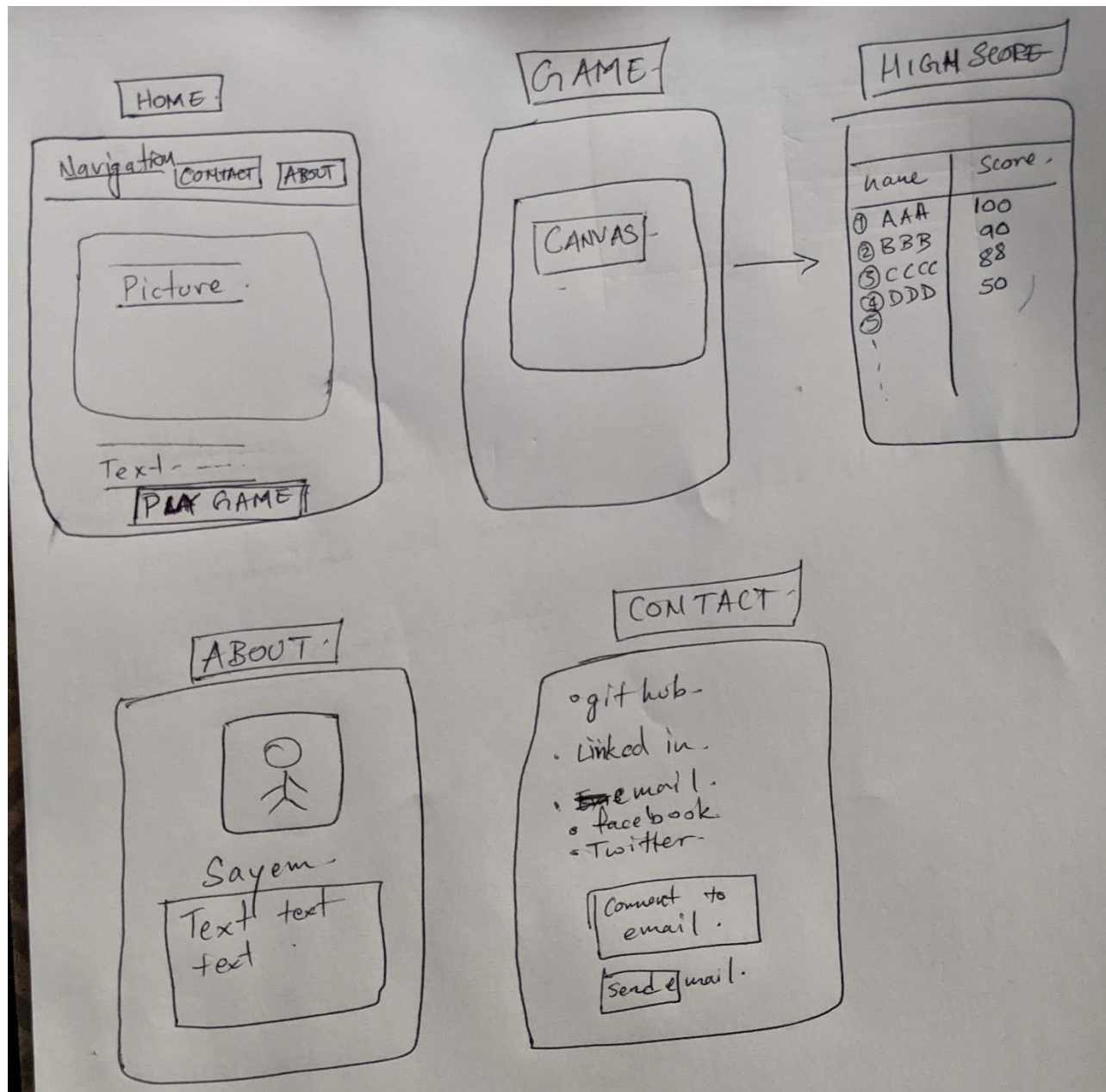
- *React, Express.js*

2. Client-Side Implementation

Site Map

- *Home*
- *Game Page*
 - *Play Game*
 - *Highscore*
- *About*
 - *Image*
 - *Careers*
 - *Resources*
- *Contact*
 - *Email*
 - *Phone*

Screen Details



3. Server-Side Implementation

3.1 End-Point Descriptions

End-point	Response Format
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<i>HTTP GET - /scores</i>	<i>{ highscores : [{ name : 'STRING', score : NUMBER, ID : "STRING" } ...] }</i>
<i>HTTP POST - /scores</i>	<i>{ name : 'STRING', score : NUMBER, ID : "STRING" }</i>

4. Project Roadmap

Phase 1

Day	Goal
<i>1 (Wed)</i>	<i>Define all Endpoints in express,</i>
<i>2 (Thurs)</i>	<i>connect endpoints</i>
<i>3 (Friday)</i>	
<i>4 (Mon)</i>	<i>Implement functionality of endpoints - create JSON response and verify endpoint responses</i>
<i>5 (Tues)</i>	<i>Build React App overall structure and high-level components</i>
<i>6 (Wed)</i>	<i>Connect smart components to end-point APIs</i>
<i>7 (Thurs)</i>	<i>Test/debug end-to-end functionality of app</i>
<i>8 (Fri)</i>	<i>Implement CSS/Styling</i>
<i>9 (Mon)</i>	<i>Code Clean up, last minute testing/debugging</i>
<i>10 (Tues)</i>	<i>DEPLOYMENT</i>
<i>11 (Wed)</i>	<i>DEMO DAY</i>

Phase 2

Incorporating authentication and passport.js features.

Phase 3

Connecting project to External Database and deploying it

5. Demo Day Information

Please fill out the Google Forms that will be sent out via Slack. This information will be used to complete your presentation and to showcase your profile on the BrainStation website.