**Capstone video outline**

**Intro –**

* Hi, my name is Stetson Done
* **Project** 
  + Simplified text-based game
* **Technologies**
  + **Node.js**
  + **React**
  + **JavaScript**
  + **HTML**
  + **CSS**
  + **PostgreSQL database**
  + **Sequelize**

**Game Walkthrough**

* + Users can create accounts, login/logout, play through with a new character name each time, see their past games
  + As they play, the events are randomized so each game will be different. Their score is tracked and changed based on choices they make. At the end of the game (whether they died or made it through to the end) their game is saved to their account.
  + Users can also play as guest instead (game works and tracks score, but will not be saved
  + Ending screens display a leaderboard with top 5 ranked players and their scores
  + User data and saved games are stored on a postgreSQL database

**Code highlights**

* Events / Choices – used a nested data tree for events and their specific choices / score / result
* Event randomizer function which keeps first and last events the same but randomizes the others
* Choice Machine – where the magic happens of taking the player input, comparing it against available choices, manipulating the player’s score, and routing the player to the appropriate next event and/or game over – this happens all on pressing enter (used useEffect window.addevent listener, if key===enter) – also many nested ‘ifs’ to check answers, etc
* Leaderboard and previous game history from database with Sequelize commands