CSC 667 Term Project

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A Full-Stack Game Web Applications :

Secrets Game : Don't tell your secrets to others.

Tech Stack:

- **Frontend:** HTML, CSS, Bootstrap, JavaScript
- **Backend:** Node.js, Express.js
- **Database:** PostgreSQL

Project Overview:

Frontend:

- **HTML & CSS:** Used for layout, structure, and styling of the page.

  Bootstrap will be utilized for responsive and modern design.

- **JavaScript:** Handles frontend interactions and communicates with the

  backend via HTTP requests (using Fetch API or Ajax).

Backend:

- **Node.js & Express.js:** Handles routing, game logic, and HTTP requests

  from the frontend.

- **PostgreSQL:** Used to store user information, user name, password.

User Authentication System Design:

In order to ensure that users can securely log in to the game, we will implement a user authentication system that includes registration and login functionality. Here's a breakdown of the flow:

Frontend Authentication UI Design:

We'll create two main views for user authentication:

1. Registration Page
2. Login Page

Both pages will follow a responsive layout using Bootstrap to ensure a clean design.

Password Encryption Using bcrypt.js

To securely store and handle passwords in a Node.js application, I hash the passwords before storing them in the database, instead of storing plain text passwords. This way, even if someone gains access to the database, the passwords will remain secure. I encrypt (hash) passwords in Node.js using the bcryptjs library.