

Tachyon's Guinea Pigs

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POLYGONAL DERBY

Run and win, hooray! Umapyoi!

Our project aims to make a parody of the hit rhythm game *Geometry Dash* using JavaScript. Users will need to sign in to access the game. They can create accounts if needed. Upon logging in, the homepage will guide users on how to use the site. There will be an explanation of the game's controls / mechanics, and they will be able to play through a level(s). Pressing space will allow them to jump to avoid obstacles. If they hit an obstacle, they will need to restart the level from the beginning.

COMPONENTS:

`__init__.py` [Author: TBD]:

Description:

- handles database connection
- retrieves form data from html pages
- allows for display of html pages

`game.js` [Author: TBD]:

Description:

- game logic is written here

`game_file.html` [Author: TBD]:

Description:

- html through which the game will be played
- `game.js` is connected to this file

`index.html` [Author: TBD]:

Description:

- homepage
- prompts user to log in to access the game
- shows a brief description of the website and how to use it

`header.html` [Author: TBD]:

Description:

- base for all other pages
- contains a header with links to:
 - login / register if not signed in
 - logout / play if signed in

login.html [Author: TBD]:

Description:

- allows users to log into their accounts
- throws error if:
 - account doesn't exist
 - incorrect password
- visible link to register page

register.html [Author: TBD]:

Description:

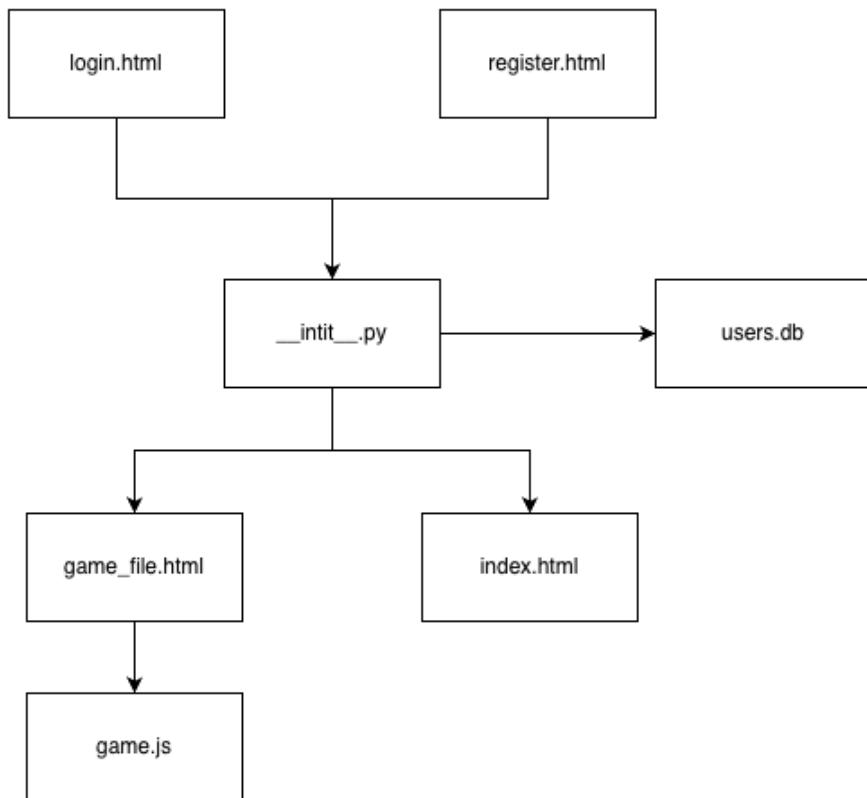
- allows users to create an account
- will throw error if:
 - username already exists in db
 - password response doesn't match with confirm password response

DATABASES:

Players		
TEXT	username	PK Identifier for each player account.
TEXT	password	Password for account.

FRONT-END FRAMEWORK: Tailwind

COMPONENT MAP:



SITE MAP:

