

## 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. Completing a certain percent of a level will give a certain amount of points, and there will be a leaderboard displaying who has the most points.

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### COMPONENTS:

`__init__.py` [Author: Shafin/Sean]:

Description:

- handles database connection
- allows for display of html pages

`auth.py` [Author: Shafin]:

Description:

- handles login/register logic

`game.js` [Author: Thamidur/Alvin/Shafin/Sean]:

Description:

- game logic is written here
- use a json object to keep track of level objects

`game_scene.html` [Author: Thamidur/Alvin]:

Description:

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

`homepage.html` [Author: Thamidur]:

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: Alvin]:

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: Sean]:

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: Sean]:

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

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## DATABASES:

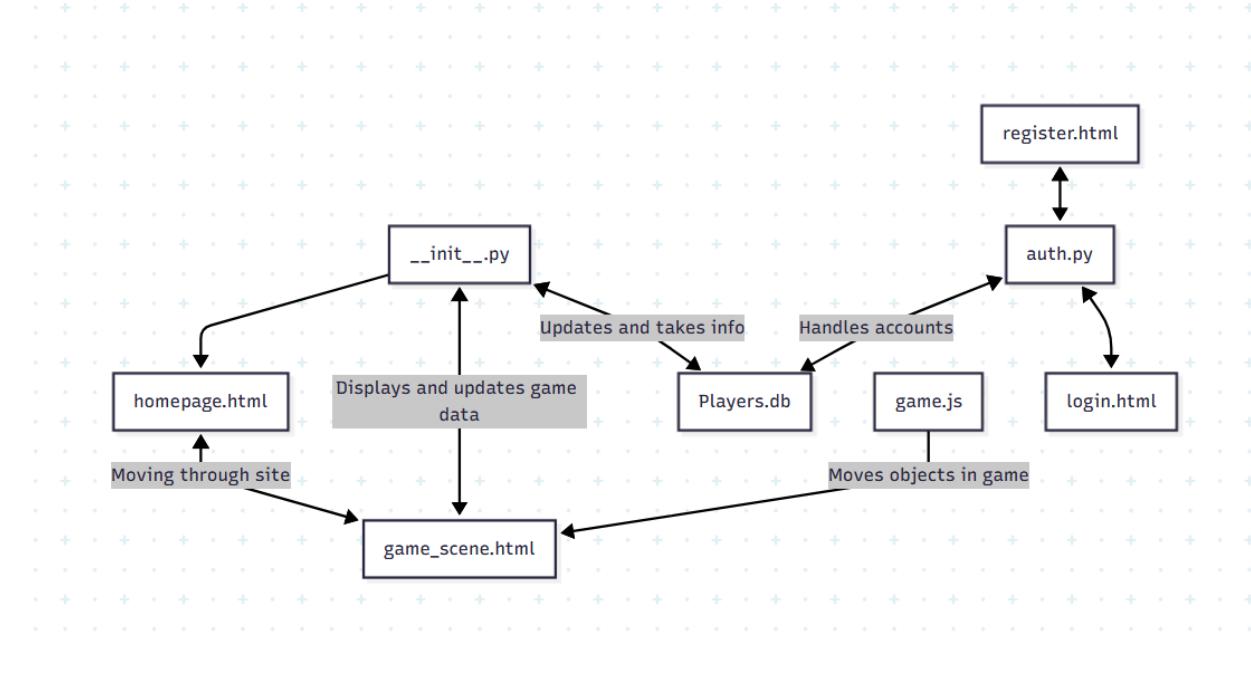
Players		
TEXT	username	PK Identifier for each player account.
TEXT	password	Password for account.
INTEGER	points	Total points accumulated throughout playing levels

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**FRONT-END FRAMEWORK:** We chose Tailwind because it has straightforward documentation and allows for dynamic, vibrant, moe styling.

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### COMPONENT MAP [Author: Alvin]:



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### SITE MAP [Author: Alvin]:

