~~Card Game 31~~

LAN HUB PROJECT (PROJECTS 4 AND 5)

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Project Schedule

* Rough outline of the project.
  + Absurdity at its finest! Lets make an entire login system so we can have a minigame centre available over only lan
* Site Map (a list of all of the pages and their connections).
* **RULE SET**
  + In a server request, the query must include a manager value to determine which module handles the request
  + A request should not force the server into doing a long series of tasks
    - ((prevent async hells))
  + SPECIAL MODULES: DEBUG and ERRH
  + BOLDED POUNDS ARE ENHANCEMENTS
* List of individualized coding tasks.
  + Wireframe out an F tier server (bare minimum; load some index or whatever)
  + LOGIN! THAT’S IMPORTANT
    - New module for that (*manager: login*)
      * **Has two options if invoked:**
      * Login login (sees if the user password pair exists)
      * Register new account (verifies that the username doesn’t exist, then adds a new username password pair) **##**
    - On either error, display some red text
    - On either success, move into main.html (LAN HUB HOME)
  + HOME SCREEN!
    - New module for that (*manger: centralHub*)
      * **Has at least  ~~4~~  3 options if invoked**
      * Freeplay!
      * Create/Join room
      * Single Player
      * ~~STATS~~  **##**
* Schedule of completion of individualized coding tasks.
* Schedule of integration of individualized coding elements into the whole.

Team Responsibilities

* Student Leader
  + The Leader will organize the team, set the schedule, etc…
* Student One
  + Student One will be responsible for…
* Student Two
  + Student Two will be responsible for…
* Student Three
  + Student Three will be responsible for…

Inventory of Files

* HTML Files
  + Index - the home page
* Javascript Files
  + Javascript File 1 - Has all of the functions that do the thing…
  + Javascript File 2 - Has all of the function that do the other thing....
* CSS Files
  + CSS File 1 - The really pretty one.
* Image Files
* Etc….