Make a hang-man game

Login system (user/pass)

New account or enter existing account

For(1) after new user has netered username/pass and confirmed pass, the account should be created, and game should immediately start. No forward to login screen.

If a username already exists, inform the user it already exists, if passwords don’t match, inform the user.

For(2) this is just standard account authentication. If credentials are correct, they are logged in and the game starts, otherwise, inform the user so that they can try again.

Hash password with a strong algo/salted (sha-256) database should not store plain pass text, must store the hash of the pass/salt, each user must have a unique random salt. Certificates must work to support ssl/tls and provide secure connection

Logout needed,

play again option needed on game completion

Game Logic: Hangman, words pre-chosen from a list of words, store them in an existing DB

High score table – high scores per letter, and number of guesses

6 letter word = 6 letter word high score table

8 letter word = 8 letter word high score table

Rank based off number of guesses, show top 10.

Keep track of the number of characters of the word being guessed, that way we can easily pull back info for each table

Server needs a DB, the database needs to store username, salt, hashed Passwords, another table for high scores

2 parts, 5 point individual, 5 point group assignment.