**Matyas Fenyves Website Proposal**

I am going to design and build a game site. I do not have a title for the site yet, but it will only be one game with phases/levels. The purpose of this site is for anyone to relax from work and find a fun and simple game to get their minds away from real-world stress and into the stress of the gaming world. The target audience of the site is any person who likes basic games and likes to keep track of personal scores and records to prove they are better than non-gamers who cannot achieve equal greatness in a game.

The website will open with a Home page that has links to all of the pages of the website. Other pages will include information about the site and/or about the creator or purpose. It will also link to a login page that will allow users to log in to their accounts to keep track of their progress in the levels, etc. Lastly, the Home page will also contain a “level select” section in which the user can select the level of the game they want to begin playing. Every level will be a different page, as the game will have newer rules as it progresses and gets harder.

The interaction of the site is simply playing the game. The game will be a simple “Whack-a-Mole” type game, but with different creatures and different rules. There will be a counting timer on screen as play goes on, and the creatures will pop up in random locations on screen, which must be clicked in different ways depending on the type of creature (ex. red bug: left click, blue bug: double click, green bug: right click, yellow bug: control click, etc.). There will also be a set number of creatures allowed on screen that may differ as levels progress. If the player is not fast enough, and more creatures appear before clicked than the specified cap, he/she loses the round. The round will also have an end eventually after a while to prevent forever gameplay, but a score system will be in place using some formula using the time it took to win and other factors to calculate a score. Depending on the score, the player may unlock harder levels that will otherwise be locked. This also means that players without an account will not have their data saved and levels will be re-locked if site is refreshed or exited.

Data necessary for this site is obviously user accounts storing username and password, but also must store other things like the high scores on each level, and which levels have been unlocked, so as to keep them open to a player who has gotten that far. The site will also have a global high score displayed on each level so players have something to compare themselves to and to strive toward. The Site will also have a comments page in which players can give feedback to the creator or to other players.

The Database:

ACCOUNT

USERNAME&PASSWORD

PERSONAL INFORMATION (PROFILE IMAGES, EMAIL, ETC.)

GAME DATA

-PERSONAL HIGH SCORES

-LEVELS UNLOCKED/LEVELS LOCKED

GLOBAL

-GLOBAL HIGH SCORES

-COMMENTS WITH USERNAMES AND IMAGES OF USERS THAT SUBMITTED THEM