

TXT :: Shreya Roy, Daniel He, Justin Mohabir, Mahir Riki,
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SoftDev
P05
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time spent: 1 hrs

Design V.2 for TXT

Goal:

Create a series of rigged games making the odds incredibly unlikely against the user, but still possible. Users are incentivized to keep playing by obtaining ownership of a set amount of territory, which they compete for against other users.

Program Components :

- Database
 - Stores necessary information regarding accounts.
- Frontend
 - Displays our website and the games to our users
- Python + Flask + Javascript
 - Renders website pages
 - Database setup
 - API requests to populate database
- Bootstrap framework
 - Makes our website look more pretty
- APIs
 - Provides information for our database tables

SQLITE DB:

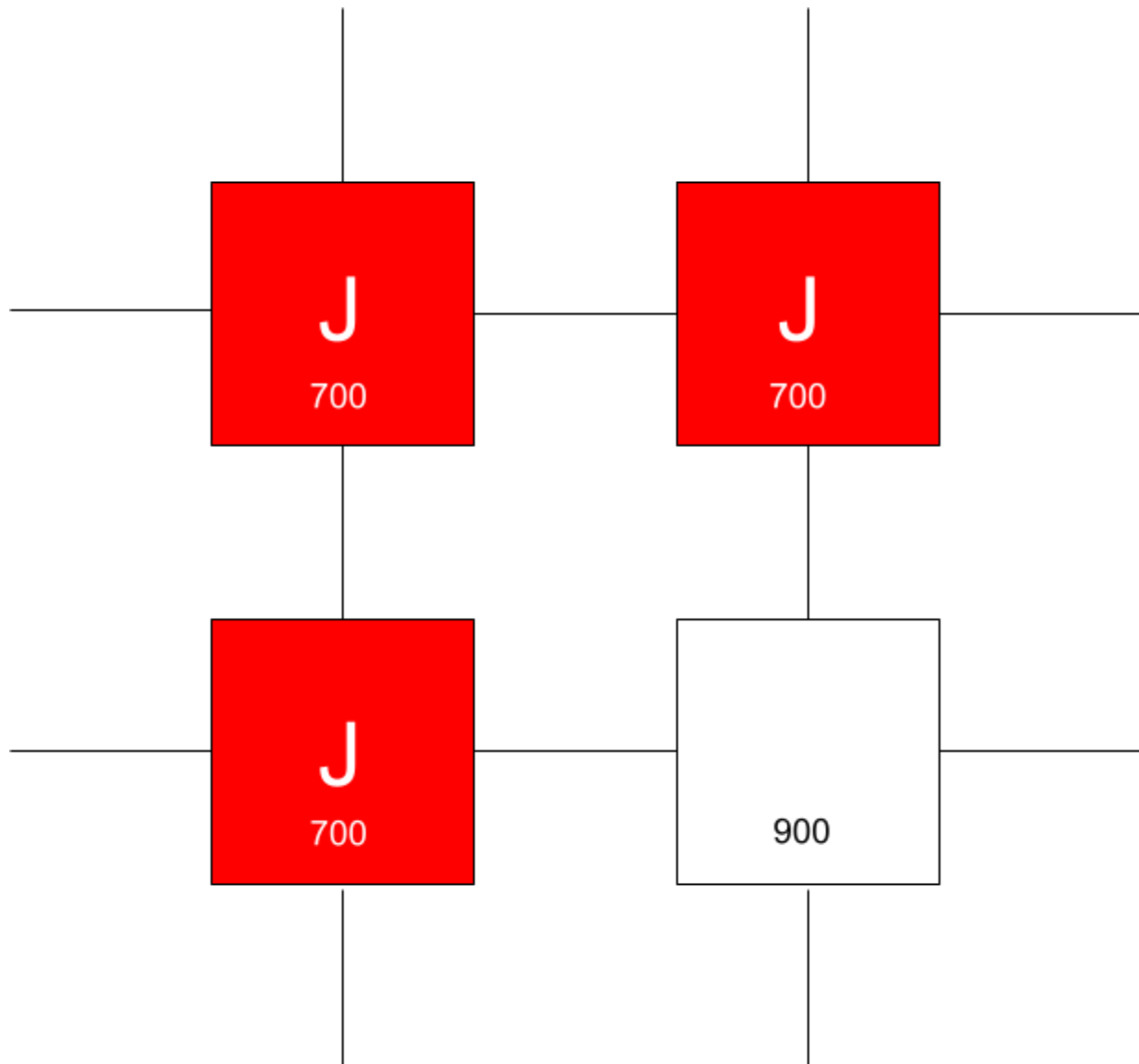
Authentication

Id	Username	Password	Number of Achievements
0	BillyBob	BillyBobRules	33333

Achievement System:

An map of squares with each node connected to another node on each side. Each node has a randomly selected poker card from **deckofcards api**. New users start with zero cards. When a new user wins any game, they can select a random node on the map and draw from a randomized deck to try and match the node's card. If they match, the ownership of the node is transferred and the user is restricted to only playing for the 4 adjacent nodes. Winning nodes increases the user's territory and gains the user points.

Card	Owner	Connections	Answer	Points
10A10A10A10	0	7	J	500



APIs:

Deck of Cards API

https://github.com/stuy-softdev/notes-and-code/blob/main/api_kb/411_on_deck_of_cards.md

<https://deckofcardsapi.com/>

Frontend Framework Chosen: Bootstrap

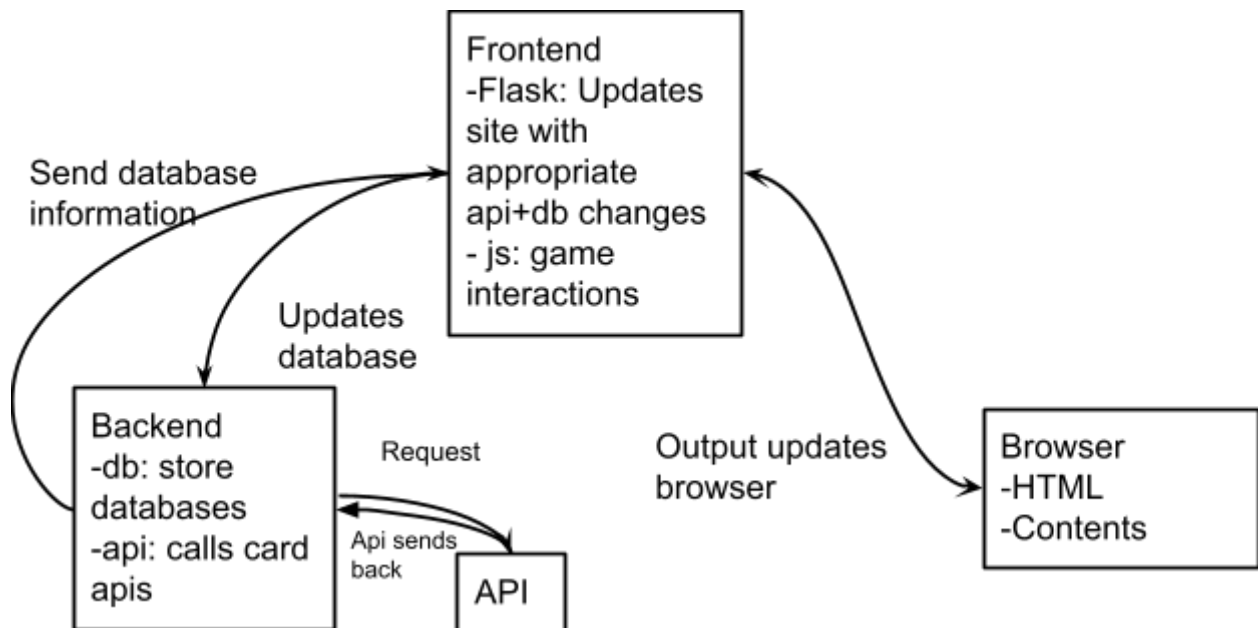
JS:

- The display and interaction for each game.

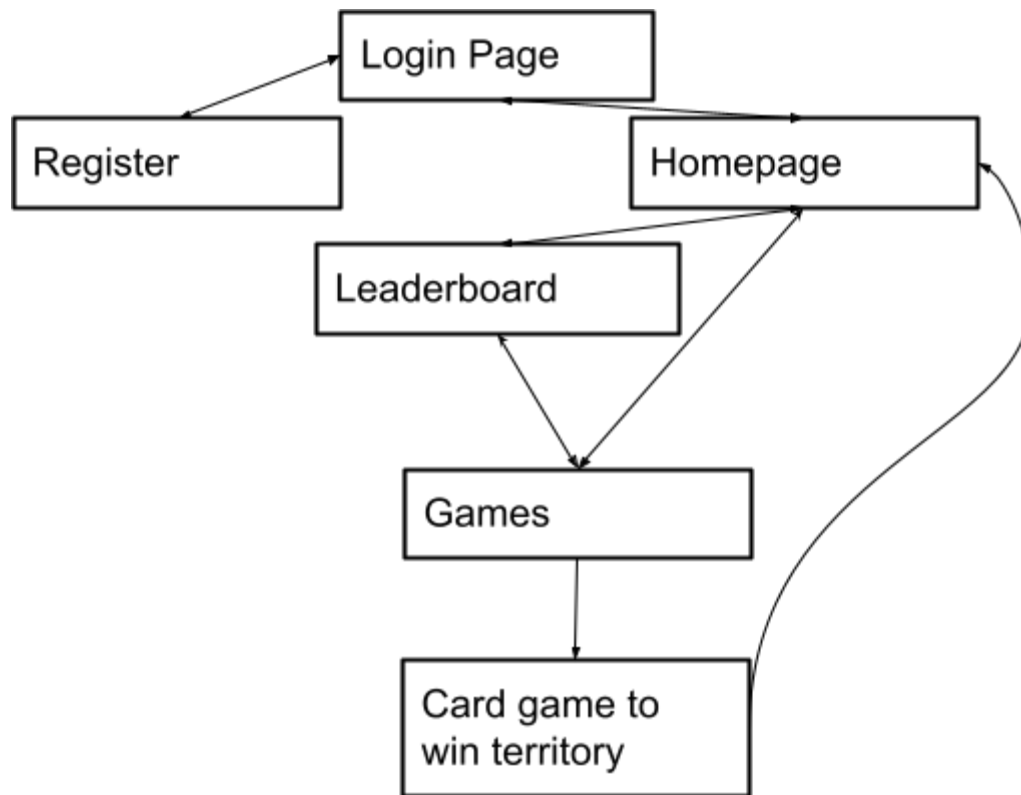
Html Templates:

- [games].html
- waitingRoom.html
- leaderBoard.html
- homePage.html
- Login.html
- register.html

Component Map:



Site Map:



Breakdown of Tasks:

PM: Shreya

Frontend:

Flask: Mahir

JS: Daniel / Justin / Russell

Html & CSS: Shreya

Backend:

DB: Justin / Daniel

API & Datasets: Shreya / Mahir

Stretch Goal:

Implement multiplayer games with websockets

<https://docs.digitalocean.com/tutorials/app-deploy-websockets/>

Websockets