

Team Sleepaholics - Calvin Chu, Jeff Lin, Jackson Zou, Derek Leung
SoftDev2 Pd9
P05 - Fin
2020-06-05

Pictionary

Roles:

Calvin

- Project Manager
- Yells at people for being bad <- sounds about right

Jeff

- Websockets

Jackson

- Backend
- Will move to assist front end once back end is finished because it shouldn't take too long to set up

Derek

- Frontend

Project Objective: To create a playable Pictionary game between multiple players. The game will be constantly reloaded to keep track of inputs from multiple users, and allow for a real-time game.

Real time drawing through websockets: [Getting started — websockets 8.1 documentation](#)

Framework:

Frontend: Bootstrap

- Generally more experience of it in the group
- More available documentation

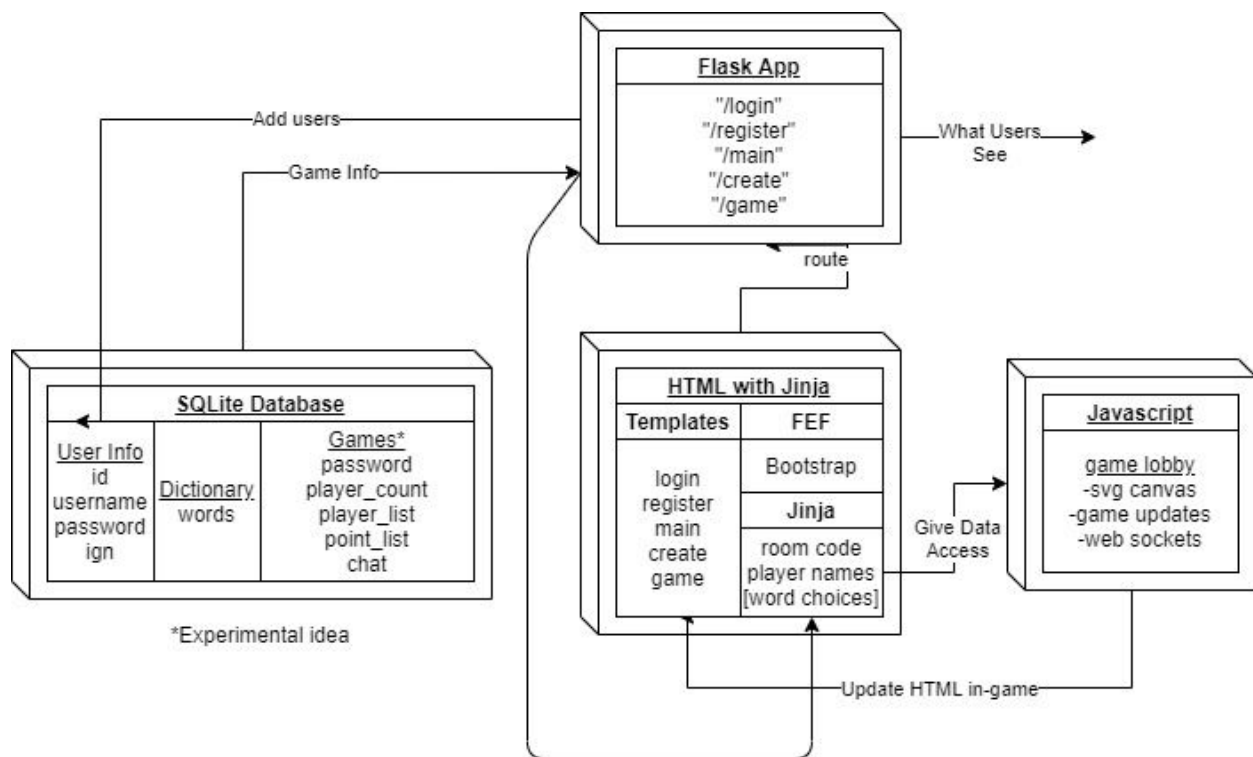
Middle: Python/Flask

- Will take inputs from the html
- Game rules will be set here
- Will check answers and keep track of score
- Constantly updating databases to allow for multiple users to have consistent data

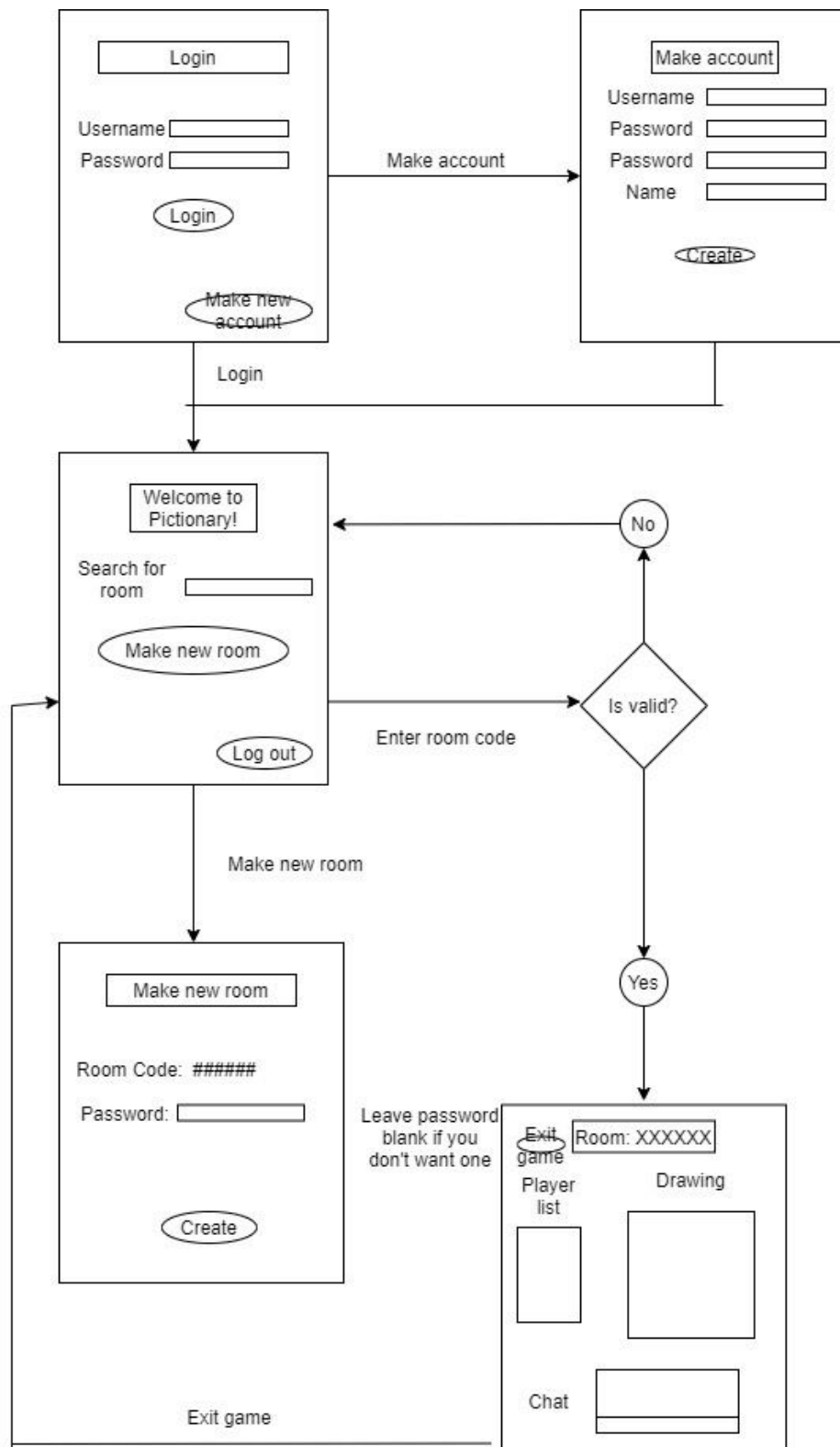
Backend: SQLite

- Tables are relatively simple in this project

Component Map:



Site Map:



Data Breakdown:

Games	Accounts
FK: room_code password player_count player_list point_list chat	FK: id username password ign

Notes:

- Player_list and point_list act as placeholder columns for now. We may set a max player count and if so, it may be easier to hardcode columns for each player and set values to NULL.

Development Stages:

- 1) Create base routes for accounts and homepage
- 2) Develop room code generator and create a page for the actual game to run in.
- 3) Create tables for accounts and games
 - a) Whenever a new game is created, people should be able to connect to it using the room code
 - b) Password is going to be an optional thing
- 4) Make the HTML object (svg?) for drawing and guessing boxes
 - a) Drawing doesn't need to be complicated, this will be cleared after every round
 - b) Chat will be saved
- 5) Create web socket, make sure page reloads for everyone else when someone draws something or when someone types something into chat
- 6) Set up final game rules
 - a) Point counter
 - b) Rounds
 - c) End of game screen
- 7) Delete rooms whenever they are empty