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Software Development
P05
Target ship date: 2023-6-26

Match 3 Game

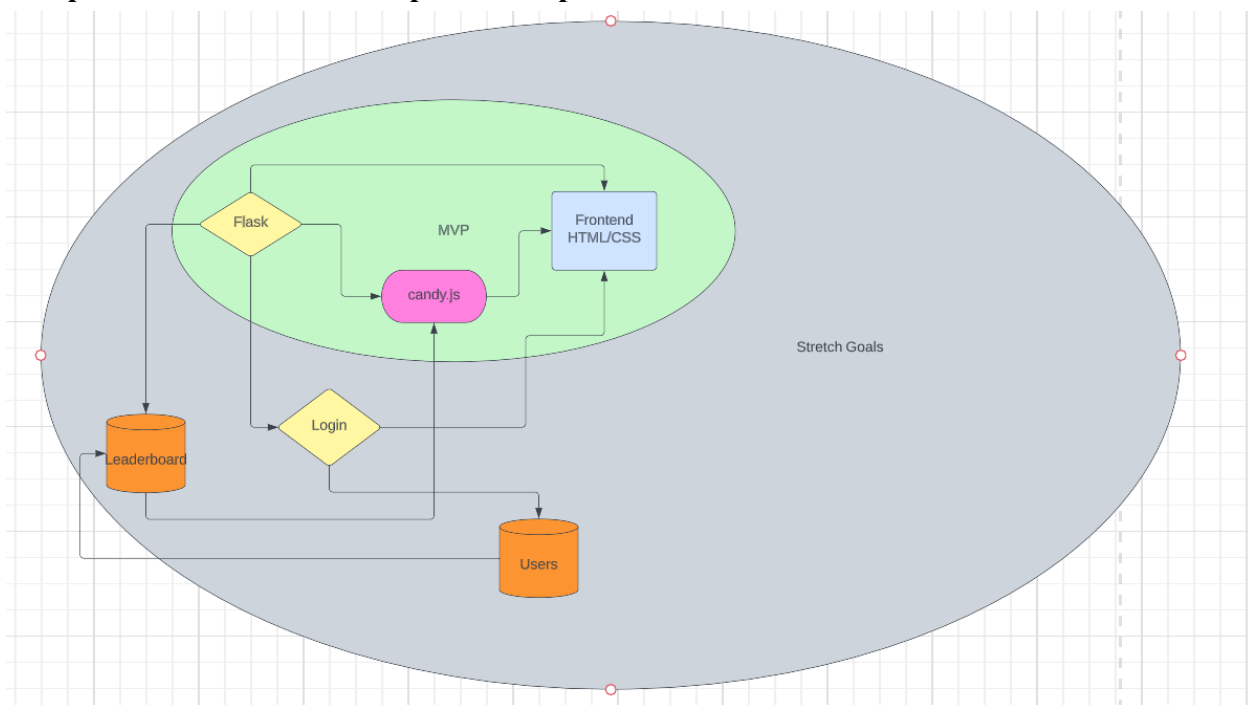
Program Description

Players will be able to play a game of ~~Candy Crush~~ Code Gush...? on this site. There are two different game modes the user can select from, and there may end up being a user database implemented to hold player's scores.

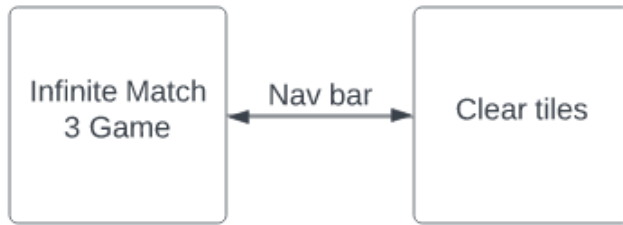
Program Components

- **Candy.js:** controls the behavior of the candy
- **Db.py:** contains the login information of each user
- **Flask:** serves our game to the web server
- **Candy object:** contains the attributes of each candy
- **Grid object:** stores candies in a grid, adds new candy when old candy is destroyed

Component Interactions/Component Map



Site Map



Task Breakdown (Strikethrough as we complete)

MVP:

- Create grid object to store candies
- Create grid graphic
- Create candy objects
 - Store different attributes
 - Super candies (for match of >4)
- Create candy graphics
 - Different designs based on attributes
- Create logic to perform different operations on the grid object
- Framework for game
 - Score counter
 - Coin counter (for coin gamemode)
 - Store which game is chosen

Stretch Goals:

- Animations
- Database to store high scores
- Login to store high scores

IDEAS:

- Infinite Match 3 (each move takes a coin, run out of coins and you lose)
- Special tiles
 - Reward tiles for getting to the bottom (more coins?)
- 1st game mode is coin based
- Other game mode- clear all tiles
- Login stuff(stretch)