

Team Team Shariar's Design Document



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Introduction:

Kakukaku!! (カクカク！！) is a website that hosts a platform for competitive, creative drawing. You can choose to play as a drawer or a judge. Two drawers are randomly matched against each other to submit a drawing based on some category or word with limited time. A random participating judge is then picked to select a winner. A rank system is also implemented to rate the skills of each drawer—you will gain or lose points based on your performance.

Role Delegation:

- **The Project Manager:** Edmond Lam
- **DB / API:** Lorenz Vargas
- **Javascript / Flask:** Daniel Monteagudo
- **Frontend:** Xinhui Xu

CSS Framework: Bootstrap

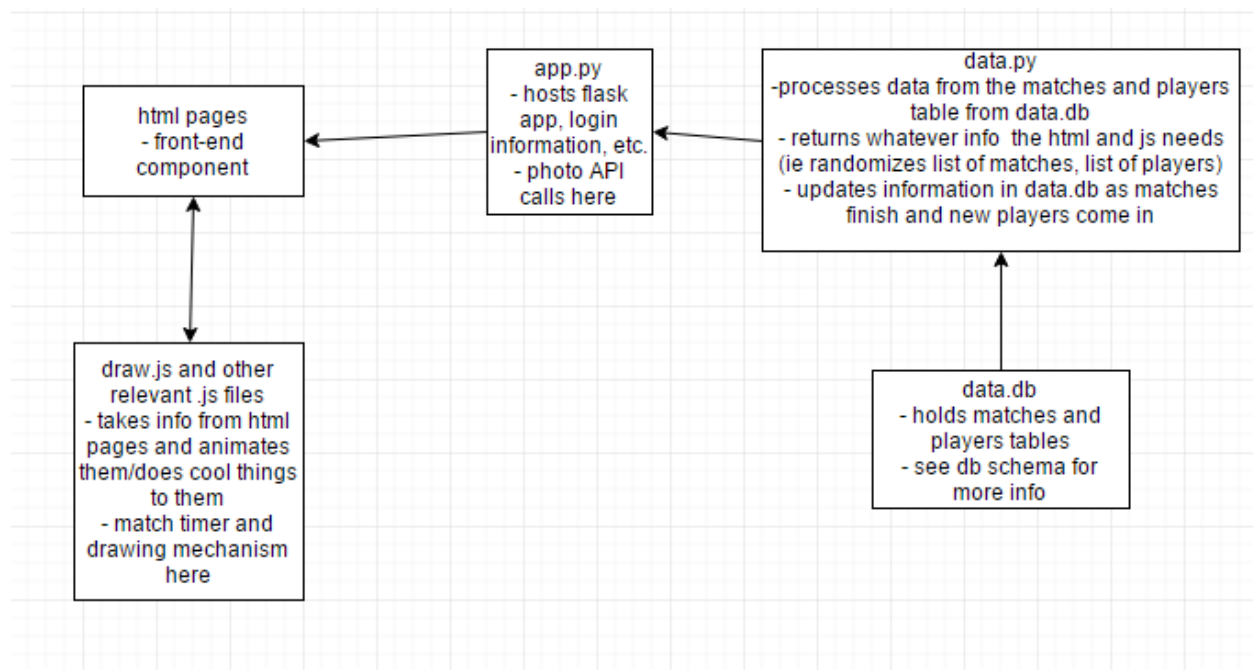
Design Phases:

- 1) Phase 1 (Core): Drawers are matched up randomly and a judge is randomly selected to pick the winner.
- 2) Phase 2 (Extended): Users are now matched and scored via a ranking system. There will also be a timer to submit drawings (NOT real-time), as well as one for a judge to decide.
- 3) Phase 3 (Super-Extended): Users and judges can pick their match. Judges have their own credibility system.

Deadlines:

- 1) 5/15/17: Login system set up, with basic website design.
- 2) 5/18/17: Uploading/downloading SVG images.
- 3) 5/22/17: Basic matching & drawing functionality. Judges can pick the winner.
- 4) 5/27/17: Ranking system & match history set up.
- 5) 5/29/17: Timers in matches, improved matching via ranking.
- 6) 6/2/16: Find and fix bugs, final touches on website design.

Component Map:



Database Design:

Database Schema

Matches Table

Field	Value	Description
user_1	INTEGER	user_id of first player
user_2	INTEGER	user_id of second player
pic_1	TEXT	url of user_1's drawing
pic_2	TEXT	url of user_2's drawing
judge	INTEGER	user_id of judge
winner	INTEGER	either 1 or 2

Users Table

Field	Value	Description
username	TEXT	account username
user_id	INTEGER	integer used to link accounts
passhash	TEXT	hashed password to validate
rank	INTEGER	used to keep track of wins

Main Files:

- **App.py:** Flask app, with routes and all.
- **images.py:** Handles upload/retrieval requests for the SVG images via an API, Cloudinary.
- **database.py:** Handles all database requests, inputs, and more.
- **data.db:** Hosts user and match data.
- **index.html:** Home page displaying general information like ranking, most recent match, and more, if not logged in will lead to the login page instead
- **match.html:** If a match is going on, this is where it is displayed, or the judge is picking. If not, you can choose to be a judge or drawer.
- **settings.html:** Changing the settings, profile, etc.
- **record.html:** Displays your win/loss history.
- **Style.css:** Defines all the styling of the HTML pages.
- **match.js:** Controls some of the mechanics of the match, including but not limited to: the timer and how the SVG is used.