

Music Ninja

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Final Project: Jinja Ninja

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Design Document

MVP:

This is a recreation of Fruit Ninja, but you play it on computer instead. The player will receive an initial amount of money and use that to buy fruits (or other items) based on the prices given by the Google Shopping API. The items have different price based on the Google Shopping API. Before the game, the player may then select from settings 8 of items to slice in the game the items. After each game, the player will earn money back as their “score.”

APIs:

- Amazon API

Routes:

home:

-->account_profile:

-->account_creation_page:

-->home

--game_menu:

-->home

-->game_modes:

-->buy page:

-->back to game_modes

--> back to game_menu

-->classic_mode:

-->back to game_modes

game:

-->play

Components:

welcome.html:

- description of the game
- links to login or register
- redirects to home.html if logged in

login.html:

- once logged in brings to home.html

register.html:

- confirm password
- links to store.html to purchase items

home.html:

- displays highscores
- allows logout
- link to store.html, profile.html, and modes.html

profile.html:

- (if music added) navigation bar: items or music
- choose up to 8 items for slicing

modes.html

- links to game modes
- link to store.html, profile.html, and home.html

store.html:

- (if music added) navigation bar: items or music
- search function and button to purchase

play.html:

- javascript game: inventory menu is in javascript

Database Schema:

User Table:

Username TEXT PRIMARY KEY, password TEXT

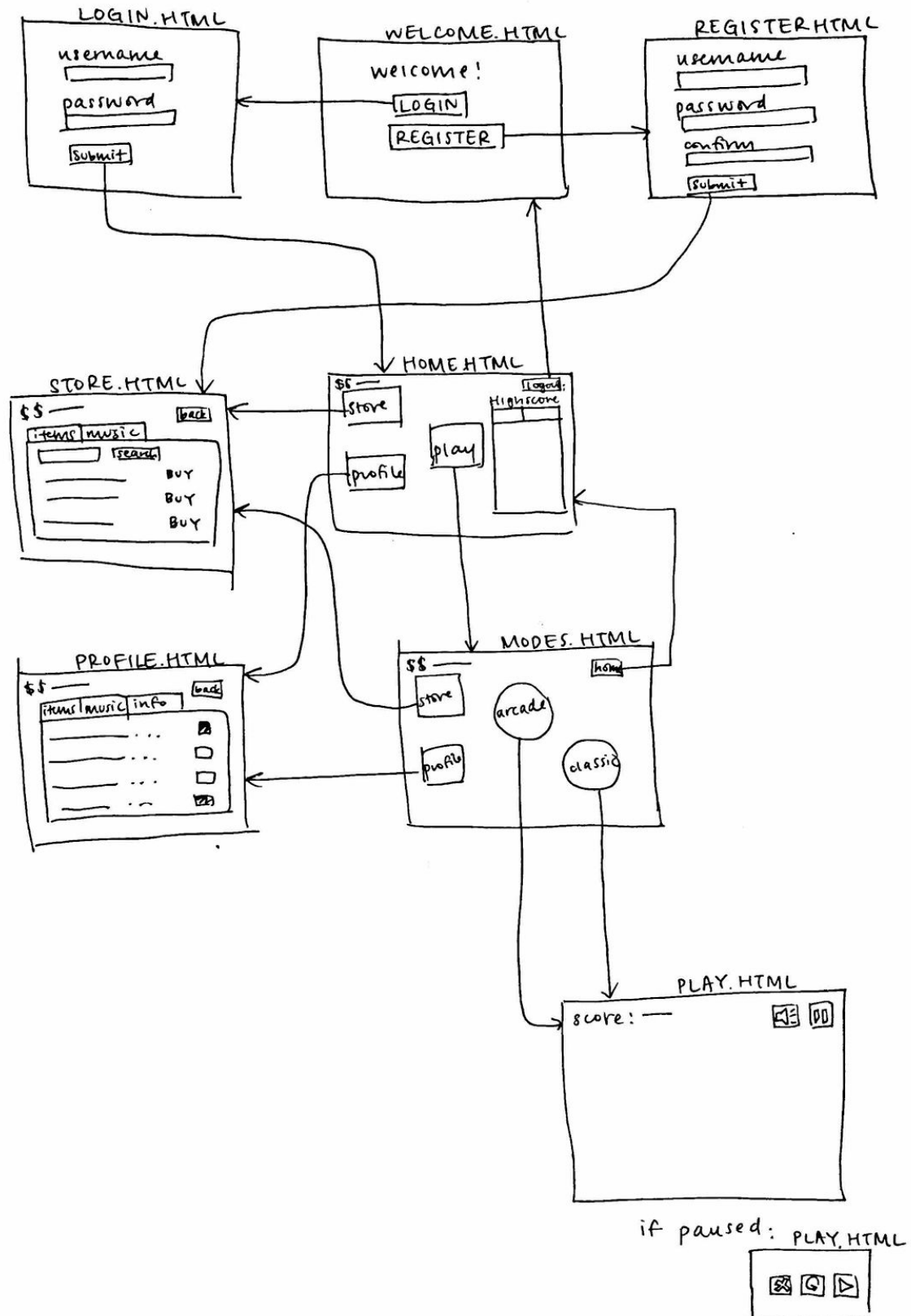
Highscore Table:

Username TEXT PRIMARY KEY, score INT
(other game modes as bonus)

Inventory Table:

Username TEXT, item TEXT, playing INT

Site Map:



Additional Information:

Stretches:

- Powerups
- Music API to buy your own song
- Multiple game modes
- Knife effects
- Different mouse icon
- Cool effects

Work Distribution:

- Edmond Wong (Project Manager)
 - Overall structure, Routing, etc
 - Some back-end coding
 - Debugging
- Yu Qi Wu
 - Back-end coding
 - API Synthesis: listing of prices
 - Settings: 8 items
- Kerry Chen
 - Database Setup
 - Pause Button
 - Adding points and saving scores
- Jacqueline Xu
 - General graphics/styling
 - Physics of the throwing/falling items
 - Splitting of the pictures
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To do list:

1. Account and login stuff

Database.py : Kerry

Info:

Handles user accounts and highscores

Methods:

(fill this in)

Base.html: Jackie

Info:

An html file to be extended, contains navbar

Note:

For the purpose of the navbar, just assume all the routes

exist

Auth.py: Edmond

Info:

Handles sessions

Methods:

(fill this in)

Test the api and get it working: Yuqi