Music Ninja
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Final Project: Jinja Ninja
18 December 2017

<u>Design Document</u>

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 eBay API. If the player doesn't have enough money, an error message will be flashed to prevent them from purchasing. Before the game, the player may then select from settings 8 of items to slice in the game the items. The game ends when you let 3 items drop. After each game, the player will earn money back as their "score."

APIs:
- eBay API: for prices and image of listed items

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 high scores for different modes
    allows logout, turn off sound
    link to store.html, profile.html, and play.html
  profile.html:
    choose up to 8 items for slicing
  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

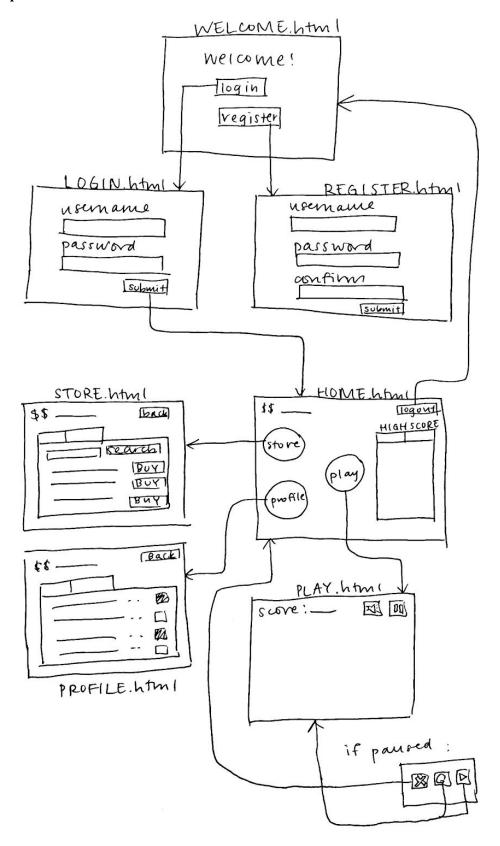| Username TEXT PRIMARY KEY	password TEXT (hashed)	cash INT

Highscores Table

Username TEXT	mode TEXT	score INT

Inventory Table (playing: user chose to use this in game, 0: no, 1: yes)

Username TEXT	item TEXT	playing INT

Site Map:

WELCOME.html

welcome!

login

register

LOGIN.html

username

password

submit

REGISTER.html

username

password

confirm

submit

STORE.html

$$ _____

back

search

BUY

BUY

BUY

HOME.html

$$ _____

logout

HIGHSCORE

store

profile

play

$$ _____

back

PROFILE.html

PLAY.html

score: _____

if paused :

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
  - Splitting of the pictures
  - Adding points and saving scores
- Jacqueline Xu
  - General graphics/styling
  - Physics of the throwing/falling items
  - Pause Button