TNPG: Gaggle o' Gakks
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Soft Dev
Target ship date: 2023-6-13

Program Description
Kahooters: A team game of Kahoot that will end up in duels within the winning team until there is a sole victor.

**Schematics of the Game** (* means stretch goal)
- * Constant kahoot music
- There will be a maximum of 3 teams (minimum of 2) with 4 people in each team
- The game will prompt each team with a trivia question and answers
    - The questions can have up to 4 answers choices or will be T/F
    - Anyone on a team can answer for the team. In the first round, there are only team points, no individual points.
    - Each team has 1 minute to answer as many questions as possible
- If there are 3 teams, the team with the least amount of points will be eliminated → the points will reset and next two teams will compete → the team with the most points wins
- The winning team will disband and will fight to the death (only one will remain)
- Final round/squid game round
    - Button mashing contest between finalists
    - Crossword to the death OR minesweeper (we will check feasibility)
    - *Play a random note, people guess a note → (no perfect pitch? I guess you suffer)
    - Rock paper scissors
    - Competitive times tables
- How it works
    - Note: in any of the eliminations, if there is a tie in the amount of points, the team that took the least amount of time will be used as the tie breaker
    - Stage 1
        - 2 teams: the team with the least amount of points loses
        - 3 teams: two rounds are played → after the first one, the team with the least amount of points will be eliminated
    - Stage 2:
        - The winning team's members will fight to the death via one of the squid games. The one chosen will be randomly selected and the players will not have any input in what they get.

Program Components
- HTML
    - Join game page
    - Create game page
    - Results page

- Game pages (regular kahoot + Squid Game rounds)
- JavaScript to handle socket stuff on the client side
- CSS
- **APIs**
  - Trivia API: https://the-trivia-api.com/docs/v2/
  - Minesweeper API: https://rapidapi.com/anpham.aph/api/minesweeper1
- Flask socket rooms
- Flask and Flask-socketio to handle routes and socket on the server side

Component Map

Database Organization
- One table for storing trivia sets
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nameofset	questions
Squirrel trivia	"{1: { "question": "what do squirrels eat", "correct" : "acorns", "incorrect" : ["airplanes", "dragons", "human souls"] }}

Site Map (Front-end)
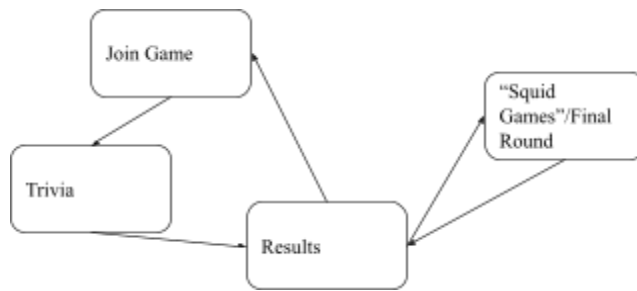
Join Game (join.html)
- Allows you to enter a socket room by assigning an id to your team

Trivia Page (trivia.html)
- Each team will be viewing a different version of it (varying with the ID)
- Questions will be displayed here, along with the answer choices
- Countdown timer will also be displayed

Results (results.html)
- Displays results of the previous round
    - Includes time, questions answered correctly, and ranks
    - Same page is used after each round, info is just updated

Final Round (squidgame.html)
- Depending on the game randomly chosen, the template will be different
    - Each player will have their own socket rendering but will have the same exact game

API Section:

Trivia API: https://the-trivia-api.com/docs/v2/

Minesweeper API: https://rapidapi.com/anpham.aph/api/minesweeper1

Task Assignments

Kevin X : API, Database Organization, and help with Front-end Framework?

Kevin L : JavaScript, sockets.io

Gordon : HTML, CSS

Anjini : JavaScript, creation of mini games + kahoot

FEF Features Why and How?

Bootstrap because containers are easier to use. We like bootstrap more and we are more familiar with it.