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Soft Dev

Storytelling game/website

Target ship date: 2022-12-16

To touch grass or to not touch grass?

Program Description

A site to determine if you should go outside today based on user preferences.

Program Components

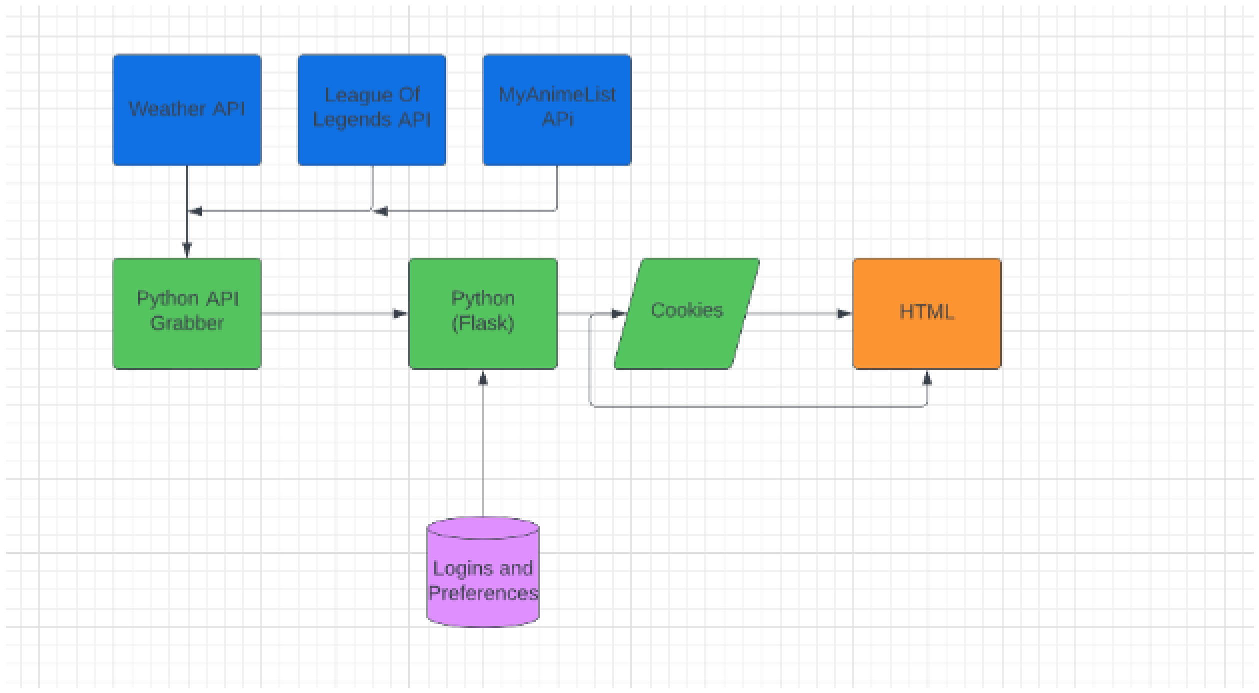
A. Python Files
   a. database.py
      i. get_uid(username): Retrieves user id from username
      ii. get_password(username): Retrieves password from username
      iii. get_username(user_id): Retrieves username from a user id
      iv. get_weather(user_id): Retrieves the if user cares about weather or not
      v. get_league_pref(user_id): Returns how much the user likes league
      vi. get_curfew_pref(user_id): Returns how much user cares about curfew if they have one
      vii. get_anime_pref(user_id): Returns how much the user likes anime
      viii. get_curfew(user_id): Returns a user's curfew
      ix. get_anime(user_id): Returns user's favorite anime
   b. api_info.py
      i. get_sunrise(user_location):
      ii. get_sunset(user_location):
      iii. get_weather(user_location): Returns weather of current location (city)
      iv. get_lol_clash(): Returns List of info for next or current clash tournament(Name and schedule)
      v. get_anime_date(anime): Returns anime date
   c. app.py
      i. Flask
         1. @app.route("/"):

            a. redirect to /login
        2. @app.route("/login"):
            a. renders login.html
        3. @app.route("/login/auth"):
            a. login form: username & password
                i. check for existence of username and validity of password
        4. @app.route("/register"):
            a. renders register.html
        5. @app.route("/register/auth"):
            a. register form: username & password
                i. check for availability of username
                ii. if account is successfully created, information is stored in database
        6. app.route("/home"):
            a. directs to a page that allows the user to go to the page where they can access other pages
            b. display content that is potentially interesting to the user(maybe?)
        7. app.route("/pref "):
            a. directs to a page that allows user to customize their preferences
        8. app.route("/grass"):
            a. runs the algorithm that determines if the user should go out on the particular day
            b. Returns page with results + activities
        9. app.route("/info"):
            a. Serves the pages with relevant information of the topics we are working with
    ii. Sessions
        1. Session["user id"]: Stores the username of the user that is logged in

B. Html Files (Bootstrap)
    a. login.html
        i. form for username and password
        ii. Info about our site

b. register.html
    i. form for username and password
c. preferences.html
    i. Check boxes for different topics that user can show interest in
    ii. Form to enter curfew
    iii. Sliders to show amount of interest for each supported topic
    iv. Form to enter city/region that user lives in
d. grass.html
    i. Information about individual topics

Component Interactions/Component Map



Database Organization

Logins

Username	UserID	Password

Preferences

UserID	League (Clash Tournament)	Curfew (Maybe)	Weather (Cut for now)	Anime
	0-10	0-10	0-10	0-10

User Info

UserID	Location	Desired Curfew	Favorite Anime

APIs

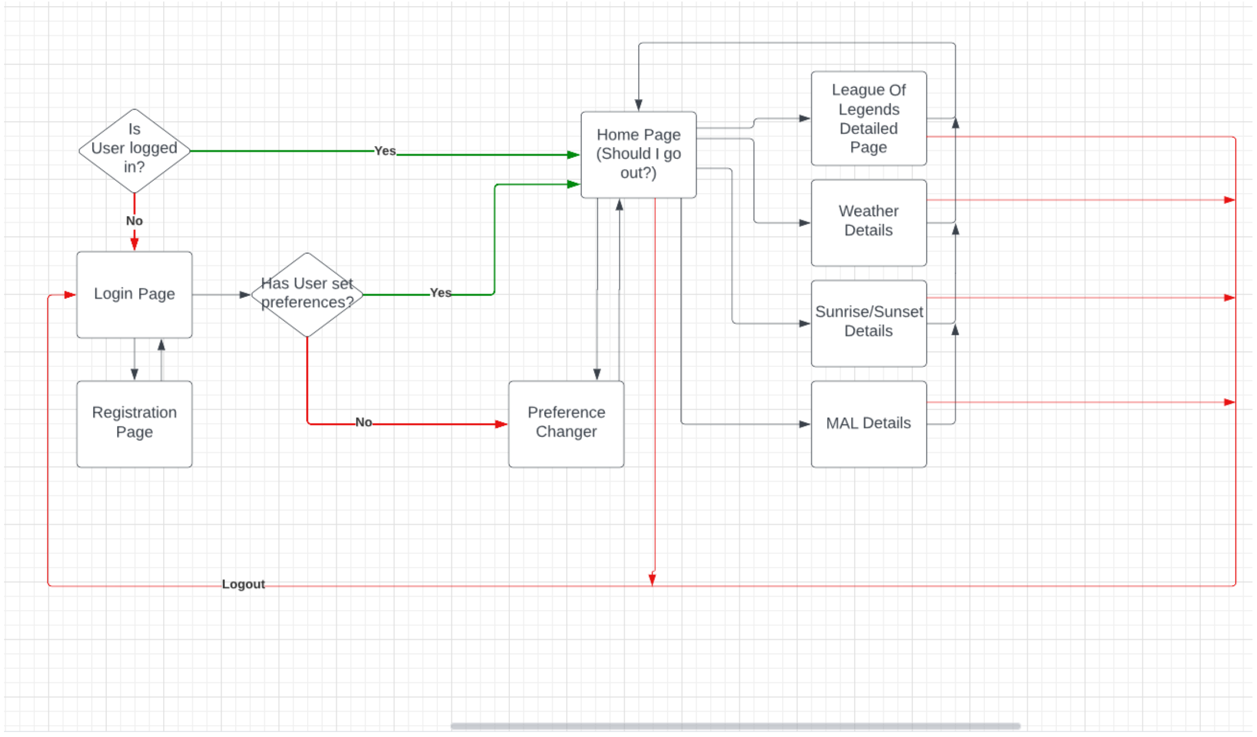
- Weather API
- Myanimelist api
- Riot API
- NBA schedule API(maybe)

Bootstrap

We are using bootstrap because the style appeared more modern and clean.

- Navbar at the top of each page with links
    - Dropdowns for individual preferences on navbar
- Bootstrap forms to provide information
- General styling and information placement
- Checkboxes

Site Map



Task Breakdown (Strikethrough as we complete)

- Create design doc
- Revise design doc
- Write Python to pull API data (*Jeff*)
    - Confirm all APIs work
        - Test by having all data from API put on a throwaway HTML file
    - Functions to retrieve information from APIs
- Write Python to serve the HTML (*Vivian*)
    - Cookies to store user login status
    - Login + registration
    - Some sort of algorithm to determine whether user should touch grass or not
- Create database (*Ivan*)
    - Login storage
    - Preferences storage
    - Functions to retrieve data from database

- Create HTML (*Brian*)
    - Login Page
    - Registration Page
    - Preference Changer
    - Pages that show relevant information about certain topics(based on the APIs we are using)
    - Should I go out? page
        - Have API update (constantly or set interval)
    - CSS! (Bootstrap)
    - Individual API pages
    - Create API cards for APIs not already in database
- TEST throughout the process!!!