team name

milk^{squared}

roster

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Period 8

title indicative of site purpose/theme

Peer-Friendly Group Activities and All-Purpose Entertainment (PFGAAPE)

description

      Our website is intended as a resource for groups of people (or individuals looking for a group) to come together and play assassina. The site offers both versions (rapid fire and last man standing) with customizable options. Users create an account and are able to join games using a randomly generated key procured from the person running the game, as well as start a game of their own. The website manages these games for the people playing, including matching people with random targets and keeping track of associated data like kills and players left. The site also tracks user activities as well as the progress of a game and will statistics and graphs based on this data. This means users can look up a game and see stats about it like who has the most kills and can look up user profiles to see their match history and game averages. Ultimately, the site is a great place to have fun with your peers without the additional hassle of having to manage the games yourself.

component list

FRONT END:

- *home.html*
  - Navbar
    - Logout
    - Search for a game
    - Profile
  - Relevant css/javascript links
- *index.html*
  - Brief site description
  - List of upcoming games w/ links
- *login.html*
  - Form for logging in
- *register.html*
- *profile.html*
  - Normal profile stuff (username, password, preferred name, profile picture, bio, etc.) with option to edit
  - Separate tabs for:

- Games you're managing
  - List of links to the game pages for games you manage/own
- Games you're playing in
  - List of links to the game pages for games you're playing in
  - Potentially recent notifications from your games
- History/Stats
  - Displays statistics based on your previous games (average daily kills, max kills, average placement, etc.)
  - Lists games you've previously played in

- *search.html*
  - Basic search page for finding specific games
  - Should be able to search by game name, owner, and id
- *mkgame.html*
  - Various customization options for the game creation
    - Number of players
    - Start/end date
    - Title
    - Description
    - Password/No password
    - Safe zones
    - Etc.
- *game.html*
  - Game information (title, description, owner, start/end date, in-progress or not)
  - Game rules (number of players, death conditions, safe zones/times, etc.)
  - Game stats/leaderboard
    - Most kills, most kills today, etc.
  - List of players
- *stuff.js*
  - Our javascript stuff
  - Also our d3 stuff that will display gamestats
- *stuff.css*
  - Our css stuff

BACK END
- *app.py (__init__.py)*
  - Controls the app
  - ROUTES
    - @home
      - If logged in, display home/feed
   - Reroute to login

- ■ @register
- ■ @user_creation
- ■ @login
- ■ @logout
- ■ @mkGame
- ■ @game_creation
- ■ @rule_creation
- ■ @game/<gameID>
- ■ @gamekillgraph/<gameID>
  - ● Ajax call
- ■ @startgame
- ■ @regenerate targets
- ■ @endgame/<gameID>
- ■ @submit_kill/<gameID>
- ■ @announcements
- ■ @changegame
- ■ @fndGame
- ■ @checkKey
- ■ @leavegame/<gameID>
- ■ @profile
- ■ @profile/<userID>
- ■ @changeaccount
- ■ @upload

- ● *db.py*
  - ○ Handles database requests/information
    - ■ User table
      - ● verify(username, password)
      - ● register(user, passw, name) ← adds new user with passw if passw is already confirmed
      - ● checkUsernames(username) ← checks if username is taken, returns True if it is
      - ● changePass(user, oldPass, newPass) ← if verify returns true, changepassw for given user
      - ● uploadPic(fileName)
    - ■ Games table
      - ● crGame(adminID, key, type, startDate, endDate, title, descr) ← return gameID, adds game to db
      - ● deleteGame(gameID)

- ■ Players table (userID, gameID, joinDate, status) ← status means alive or dead (or possibly waiting)
  - ● joinGame(userID, gameID) ← check w/in date range, etc…
- ■ GameStats table
  - ● modStats(gameID)
  - ● lifetimeStats(userID)

- ● *gameutils.py*
  - ○ Handles gameplay utilities such as assigning targets and calculating stats (triggered by startDate)
    - ■ assignTargets(players[]) ← linked list for full loop
    - ■ kill(assassinID)
    - ■ confirm(targetID) ← if they confirm the kill, their status becomes dead, and the assassin is assigned their old target
    - ■ newTarget(assassinID, newTargetID) ←get new targets

component map
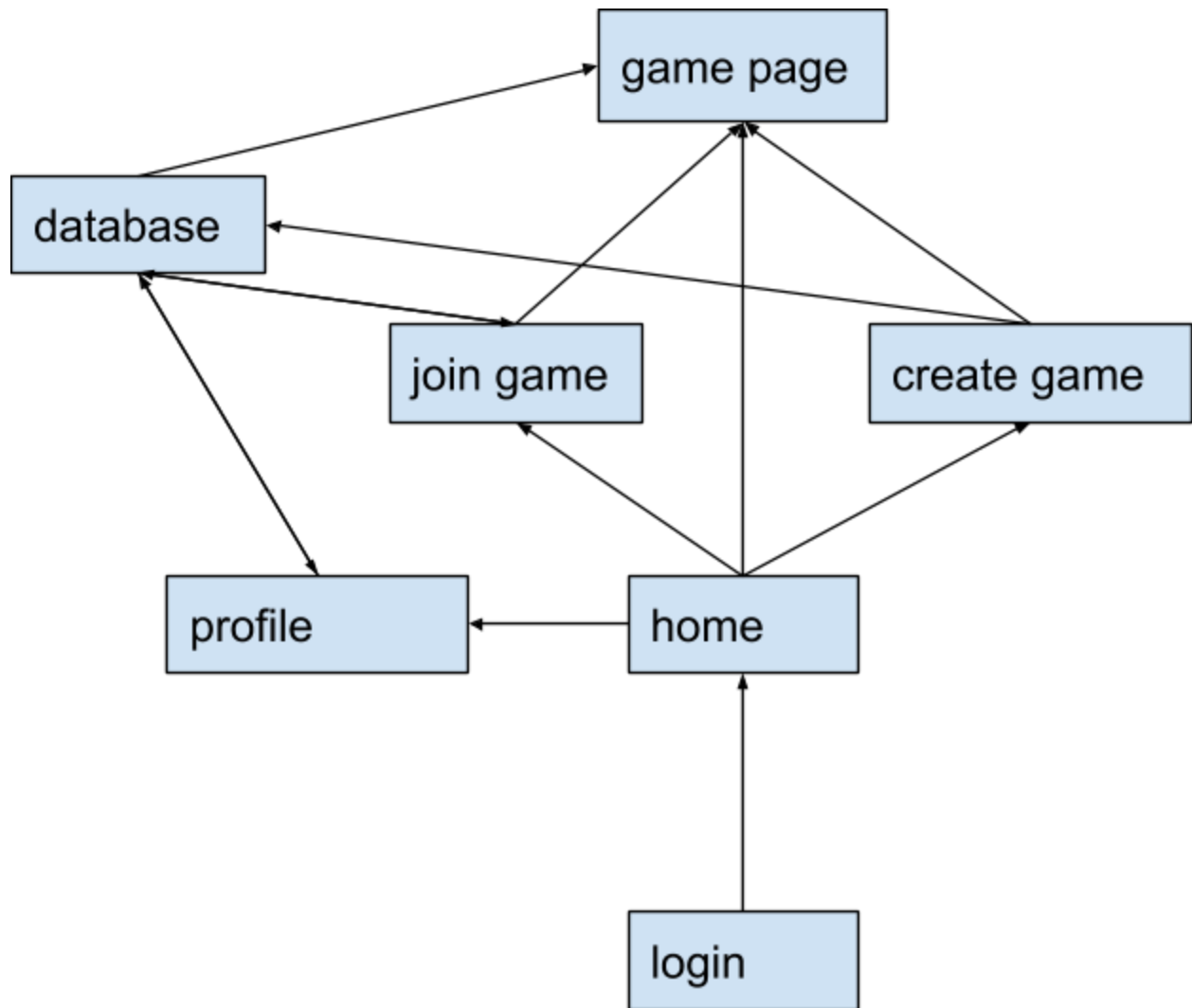
site map
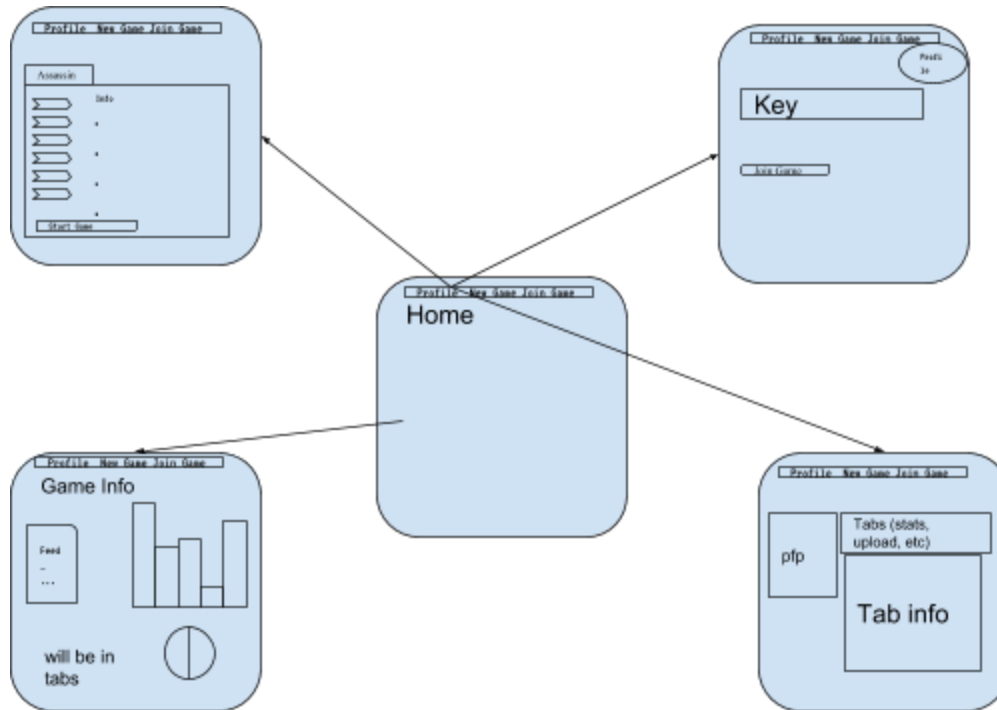
database schema (if applicable)

Database will be in SQLite

users

userID	username	password	name	profilePic
1	Tiffany	tchen	Tiffany Chen	tiff.png
2	Jerome	jfreud	Jerome Freudenberg	jerome.png
3	Jake	jgoldman	Jake Goldman	jake.png
4	Augie	amurphy	Augie Murphy	augie.png

games

Manager refers to UserID in the Users table. (This table will also be used to find the games a user is managing by setting Manager = 10, for example.)

Key will only have content if the game is private. If the game is public, the Key column will be blank.

gameID	manager	key	type	dateStart	dateEnd	title	description

1	10		0	05/12/18	06/01/18	Stuy Assassin	*insert description here*
2	1	abc123	0	05/01/18	06/26/18	Key Club Assassin	*insert description here*
3	4	food	0	06/01/18	06/30/18	Debate Assassin	*insert description here*
4	2		0	01/01/19	01/01/20	Fencing Assassin	*insert description here*

UserStats (will be joined with users)

The ellipses will be other potential lifetime stats a user can have.

UserID	AvgPlace	AvgKills	...
1	3	4	...
2	5	4	...
3	4	4	...
4	2	4	...

Rules

The ellipses will be other modifications/add-ons the admin can add on the game.

GameID	NumberOfPeople	SafeZones	...
1	10	Cafeteria, gym	...
2	100	Library	...
3	25	Guidance office, college office	...
4	50	Class	...

Players

1 means the player is dead, 0 means the player is not dead

This table will be used to find games users are playing in (by setting UserID = 1, for example)

gameID	userID	dead	targetID	totalKills
1	1	1	4	10
1	2	0	5	2
1	3	1	7	5
1	4	0	2	7

Kills
1 means that the kill was confirmed by both parties, 0 means that the kill was not confirmed by both parties (1 submitted the kill but the other did not agree)

gameID	userKilledID	userWhoKilledID	confirmed	dateKilled	timeKilled
1	1	2	1	05/16/18	10:00am
1	7	3	1	05/17/18	2:00pm
1	3	4	1	05/17/18	5:00pm
1	10	5	0	05/18/18	7:55am

divide the tasks among your group members. (assign roles.)

Tiffany Chen - Databases/Game functionality/profiles/gamepage/styling
Jerome Freudenberg - Deployment/Pic upload/d3/gamestatistics/some databases and game functionality/Misc
Jake Goldman - Planning/Cleaning up code/Target Assignment/Misc
Augie Murphy - Project Manager//CSS/html template creation

timeline

phase1
Basic templates + forms n stuff + flask routes n stuff
databases + fxns

phase2

incorporate database stuff into flask app

d3 stats based off of db

phase3

assassin is working

phase4

css is there