



team name

milk^{squared}

roster

Tiffany Chen

Jerome Freudenberg

Jake Goldman

Augie Murphy

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 a fun team building game, mainly assassin or secret santa. The site will offer both games with numerous customizable options, as well as the ability to create a game of your own. Users will create an account and will be able to search for open games and join them (password optional) as well as start a game of their own. The website will manage these games for the people playing, including matching people with random targets/gift receivers and keeping track of associated data like kills and wishlists. The site will also track user activities as well as the progress of a game and will ideally display fancy statistics 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.

(Note that this design document is based on organizing assassin games. When adding secret santa/mafia/etc., we will account for changes that need to be made to the database/html/python files.)

component list

FRONT END:

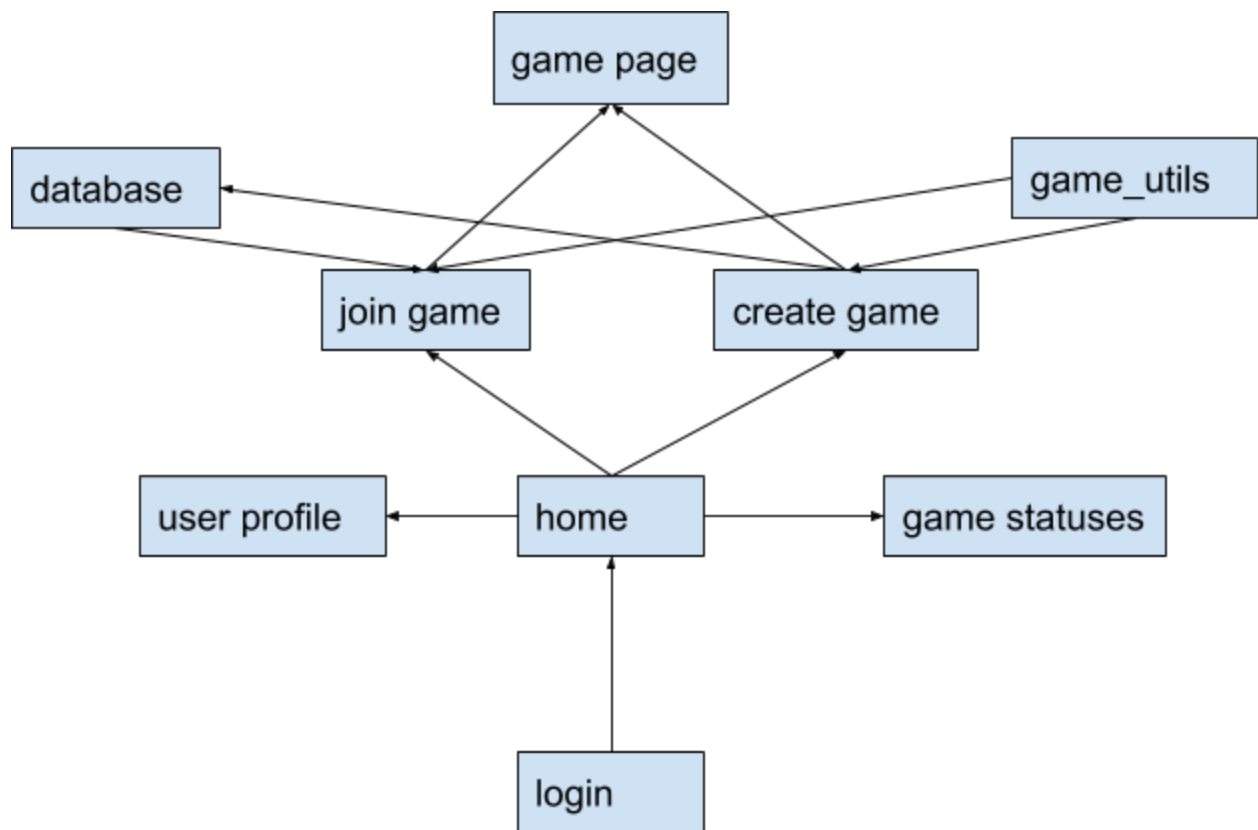
- *base.html*
 - Navbar
 - Logout
 - Search for a game
 - Profile
 - Relevant css/javascript links
- *index.html*
 - Brief site description
 - List of upcoming games w/ links
- *login.html*
 - Form for logging in OR creating a new account
 - Note that every page will redirect to login until the user actually logs in

- Alternatively, the login box can be a pop-up box that obscures the screen of the homepage and fades out when the user logs in (this is just complex design choices and kinda irrelevant)
- *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
- *make_game.html*
 - Various customization options for the game creation
 - Number of players
 - Start/end date
 - Title
 - Description
 - Password/No password
 - Safe zones
 - Etc.
- *view_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
- *stuff.css*
 - Our css stuff

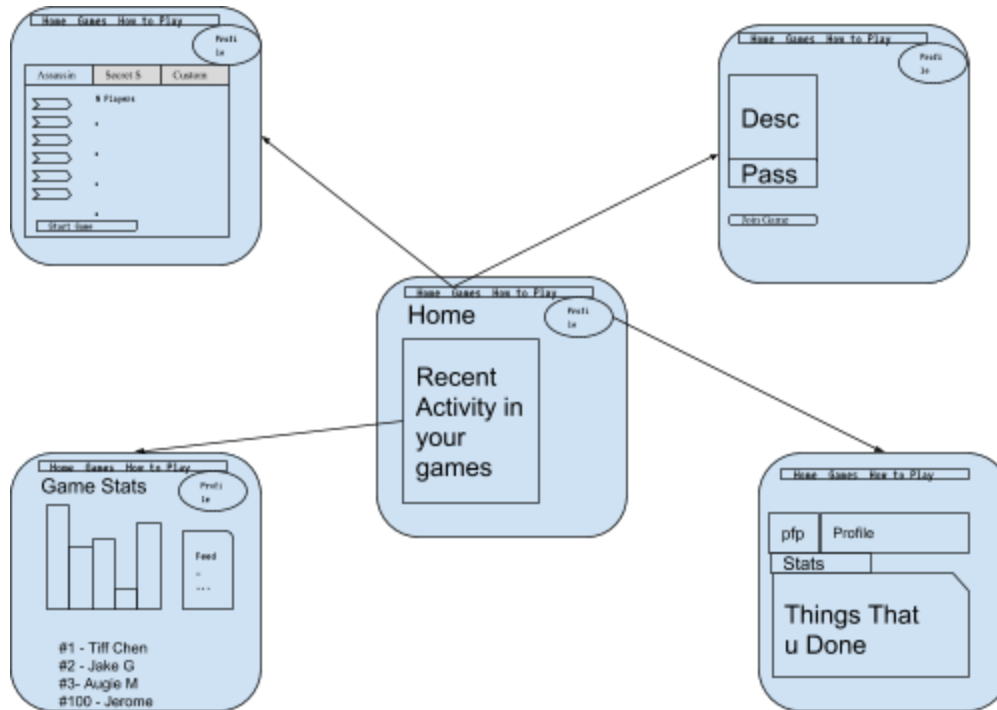
BACK END

- *app.py* (*__init__.py* i guess?)
 - Controls the app
- *auth.py*
 - Handles authentication of users
- *database.py*
 - Handles database requests/information
- *game_utils.py*
 - Handles gameplay utilities such as assigning targets and calculating stats

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

LifetimeStats

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.

UserID	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)

UserID	GameID	Dead	Target	TotalKills	Placement
1	1	1	4	10	10
2	1	0	5	2	4
3	1	1	7	5	23
4	1	0	2	7	2

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)

UserKilled	UserWhoKilled	Confirmed	DateKilled	TimeKilled	GameID
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	1

GameStats

The ellipses will be other potential stats a game can have.

GameID	NumberLeft	TotalKills	...
1	4	58	...
2	10	2	...
3	43	8	...
4	21	5	...

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

Tiffany Chen - Databases/Game creation/User creation/Target assignment/Calculating stats

Jerome Freudenberg - Game feed/index page stuff and feed/search bar?

Jake Goldman - Game statistics/User statistics/displaying them with d3
Augie Murphy - Project Manager/Profiles/CSS/html template creation