

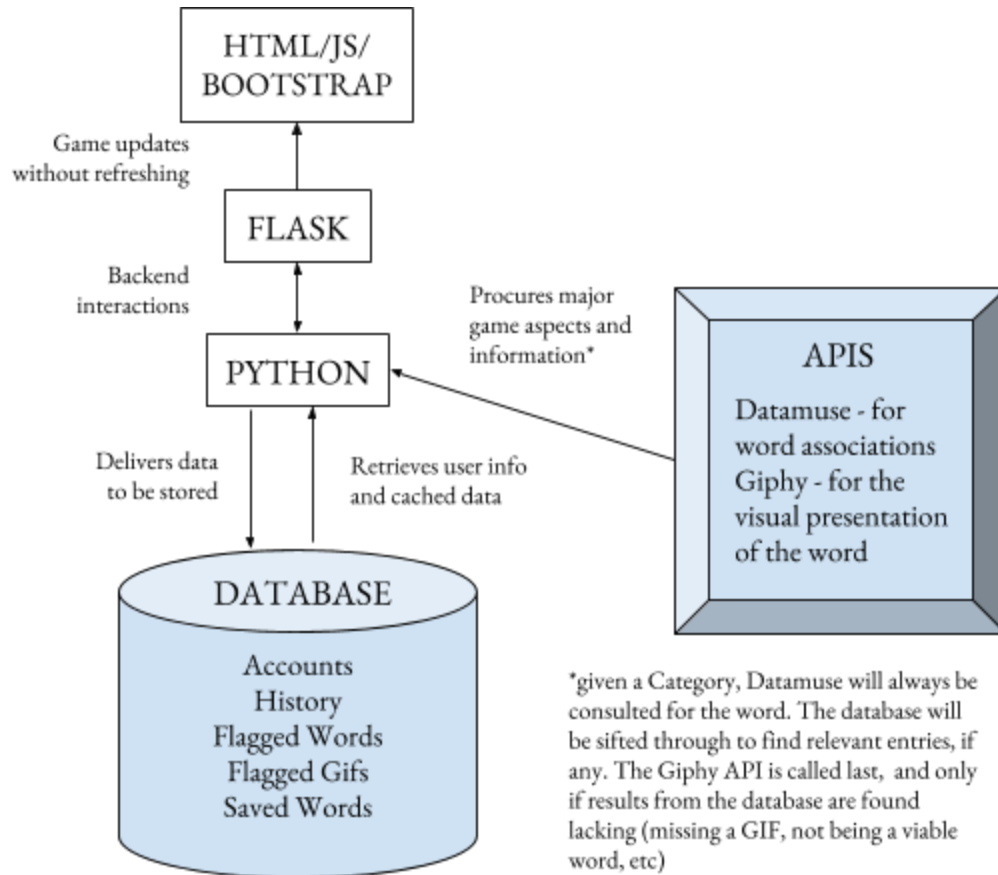
4 GIFS 1 WORD

by Shaolin Dragons - Jasper Cheung (PM), Shannon Lau, Carol Pan, Helen Ye

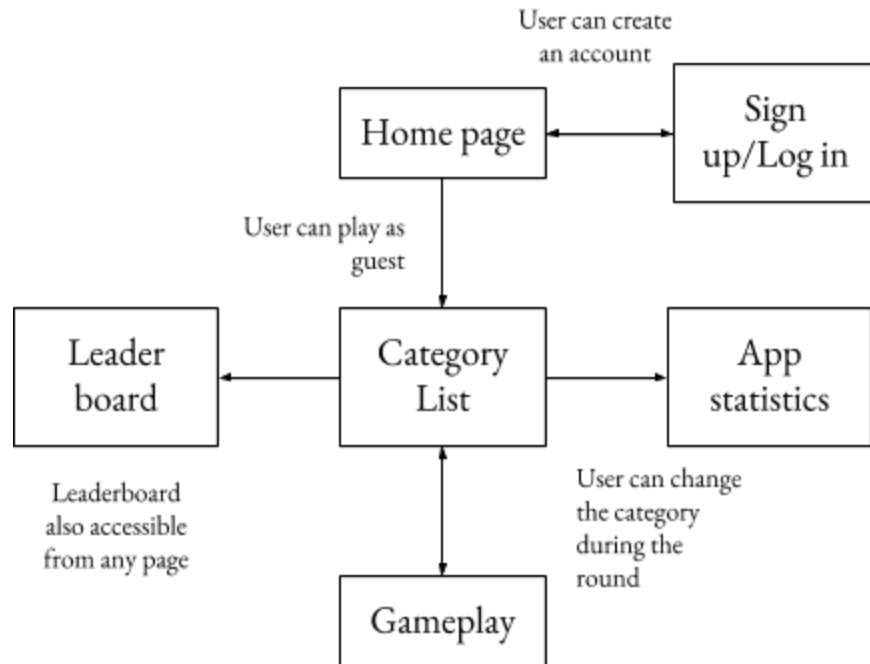
I. Summary

4 GIFS 1 WORD is a game in which 4 GIFs will be displayed based on a word and the word must be guessed. We are using the Datamuse API to find hyponyms, words of more specific meaning than a general term, of specific hand-picked categories. Then, the words will be passed to the Giphy API to generate four GIFs of the word.

II. Components



III. Sitemap



IV. Database Schema

Accounts - stores user accounts and their points
Username (Primary Key) | Hashed Password | # Points

GIF Flags - stores the problematic gifs
Category | Word | GIF URL

Word Flags - stores the problematic words
Category | Word

User History - stores a permanent record of all user's word history to ensure no redundancies
Username | Category | Word

Saved Words - stores word and corresponding gifs
Category | Word | GIF URL 1 | URL 2 | URL 3 | URL 4

V. Roles

Jasper

1. Project Manager
2. Picking Suitable Categories
 - a. Grabbing hyponyms from datamuse api and eye testing on Giphy API
3. Accounts

Shannon

1. Front end
 - a. Create HTML pages. BOOTSTRAP
 - b. Using Javascript to animate the game
 - i. Indicates when answer is incorrect or invalid letter is typed
 - c. UI/UX

Carol

1. Database Interaction
 - a. Creating accessor/mutator fxns for the data
 - b. Update all the tables with user info or word info
2. Flagging
 - a. Functionality to flag words that do not fit a given category

Helen

1. API Calls
 - a. Using the datamuse api to grab list of hyponyms
 - b. Query the giphy api with hyponyms to generate gifs
2. Flagging
 - a. Functionality flag gifs that do not fit a given word