

# 4 GIFS 1 WORD

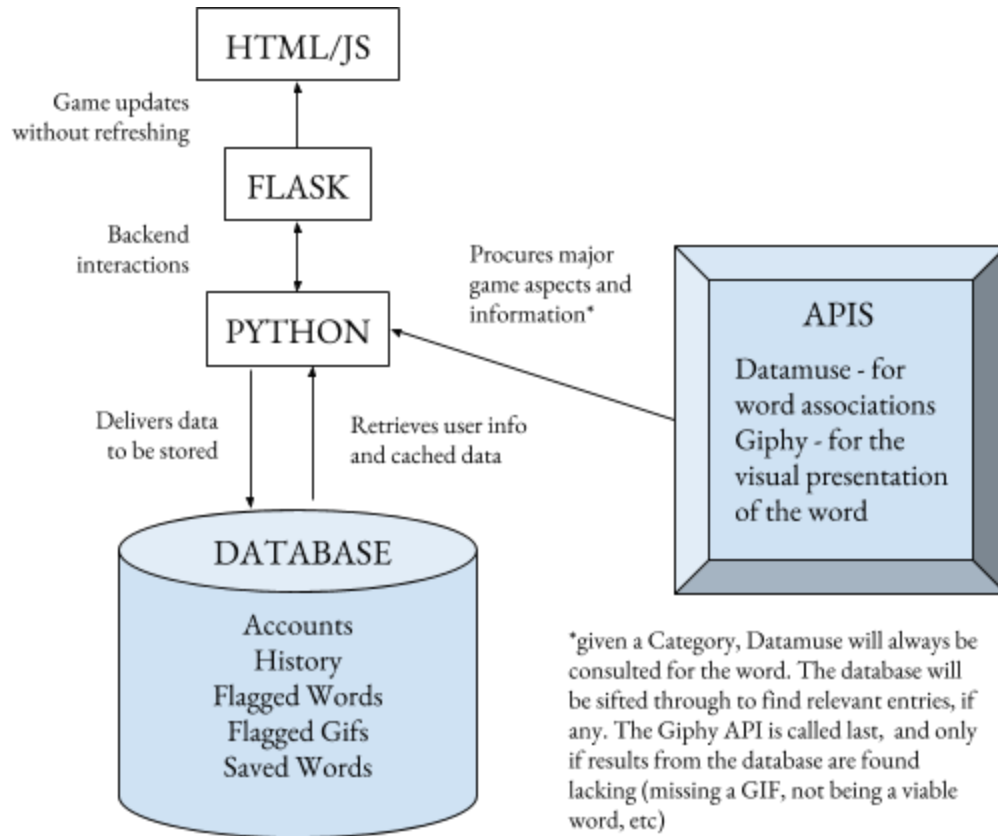
by Shaolin Dragons - Jasper Cheung (PM), Shannon Lau, Carol Pan, Helen Ye

## I. Summary

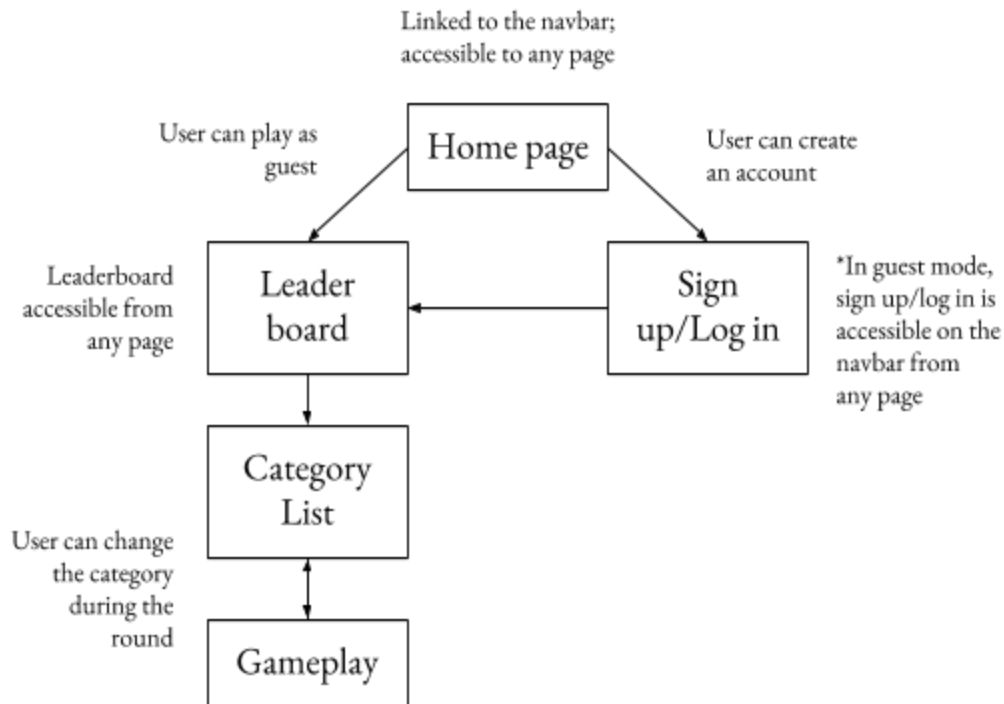
4 GIFS 1 WORD is a game in which 4 GIFs will be displayed based on a word and the word must be guessed. We are using the Datamuse API to find hyponyms, words of more specific meaning than a general term, of specific hand-picked categories. Then, the words will be passed to the Giphy API to generate four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