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SoftDev
Period 7
P5
2023-06-02

Target Ship Date: 2023-06-13

<u>**StuyLife**</u>

Project Idea:
    We want to create a game similar to bitlife but Stuy edition. The player will go through the life of a Stuy student and, throughout the game, make decisions that will affect the life of the in-game character.

Game Mechanics bc we are nerds:
- Leaderboard shows top 3 in each category(averages gpa, rizz, popularity, richness)
- Stats bar (happiness, smarts, rizz, health)
- Menu bar (extracurriculars, classes, relationships, activities
- Bank balance → GPA and money
- Start of game: first day of stuyvesant
- End of game: last day of stuyvesant

Possible Events:
- Time progression: bi-weekly
- Graduation (boos yay based on rizz stat)
- Programming/College (list of classes, list of schools, results in march)
- Dating stuff
- Extracurricular stuff
- School events (prom, sing, ss)
- Friends (social status stat)
- Standardized tests (secretly affects college)
- Drugs
- Summer → monthly
- Phone taken by mr moran

- Embarrassing events (why did you trip you fool)
- Escalator sucks so you missed your meetup
- Endgame stats college acceptance letter
- Pop quiz

Program Components:
- landing.html
  - home page to play game
- register.html
  - Create account
- Login.html
  - log into account
- leaderboard.html
  - Displays leaderboard at end of game
- style.css
  - Styles html pages
- script.js
  - user interactions
- __init__.py
  - Flask to connect html with python functions/routes and database tables
- P5.db - contains SQLite Tables:
  - users

Username	Password	GPA	Money
Bob	meow123	96.32	281

- leaderboard

Category	first	second	third
GPA	Bob	Alex	James
Rizz	James	Bob	Alex
Popularity	Bob	James	Alex
Richness	Bob	James	Alex

- stats

Username	happiness	smarts	rizz	health
May	70	0	90	50
Ravindra	80	80	90	80
Thomas	75	70	85	90
Jeffery	60	60	60	40

- popupmessages
  - Contains messages that will pop up biweekly on the main screen
- events
  - Contains categories of events lists of events
- relationships
  - Contains INT values from 0-100 based on how much an NPC likes the player
  - Contains INT value from 0-100 for each NPC based on how much they love the player (this value will be used to determine the NPC randomly asking the player to date them or the player's chance of them accepting when asking them out)
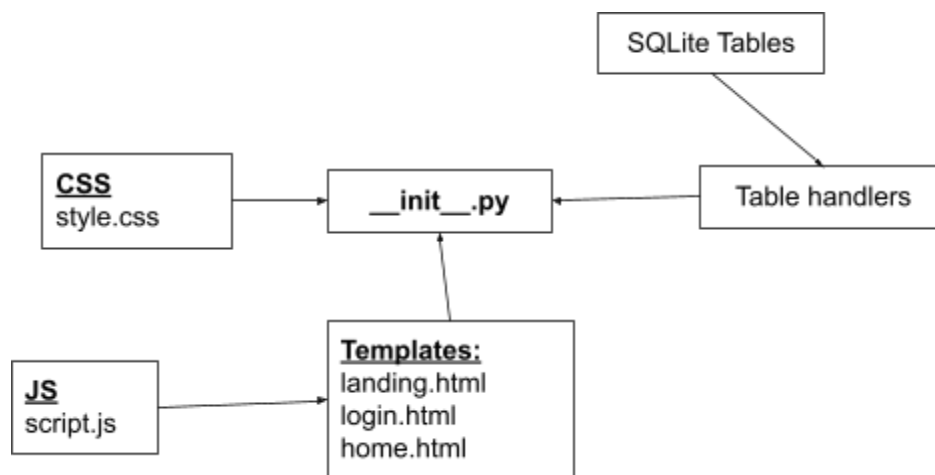
APIs:
- Open Trivia Database: Can be used in the pop quiz event, which increases or decreases your grade

Site Map:
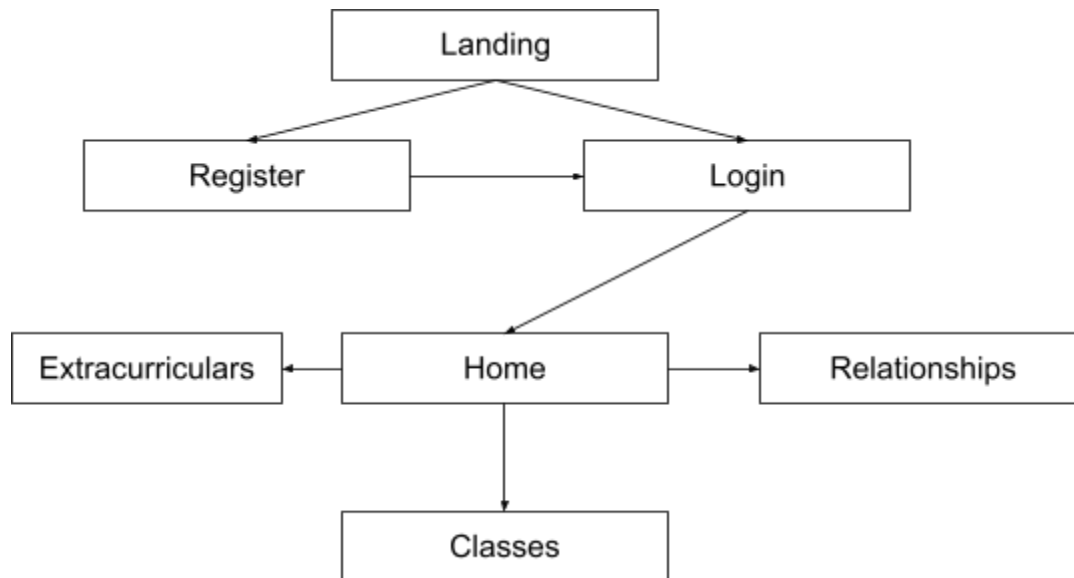
Component Map:

Front End Framework:
- Bootstrap
  - easier to use and we have more experience with it

Stretch Goals:
- create more pages/factors such as school events, college planning, etc.

Tasks:
- Front End: Ravindra, May
- Database: May, Jeffery
- Flask: Jeffery, Thomas

- API: Thomas, Ravindra