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SoftDev

Period 7

P5

2023-06-13

Target Ship Date: 2023-06-13

StuyLife

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:

- Stats bar
 - happiness, intelligence, rizz, health
 - start out with random stats and throughout the game, the stats will increase/decrease based on the decisions made by the user
- Menu bar (extracurriculars, activities)
- GPA based on intelligence/ig stat
- Start of game: first day of Stuyvesant
- End of game: last day of Stuyvesant

Possible events that can occur:

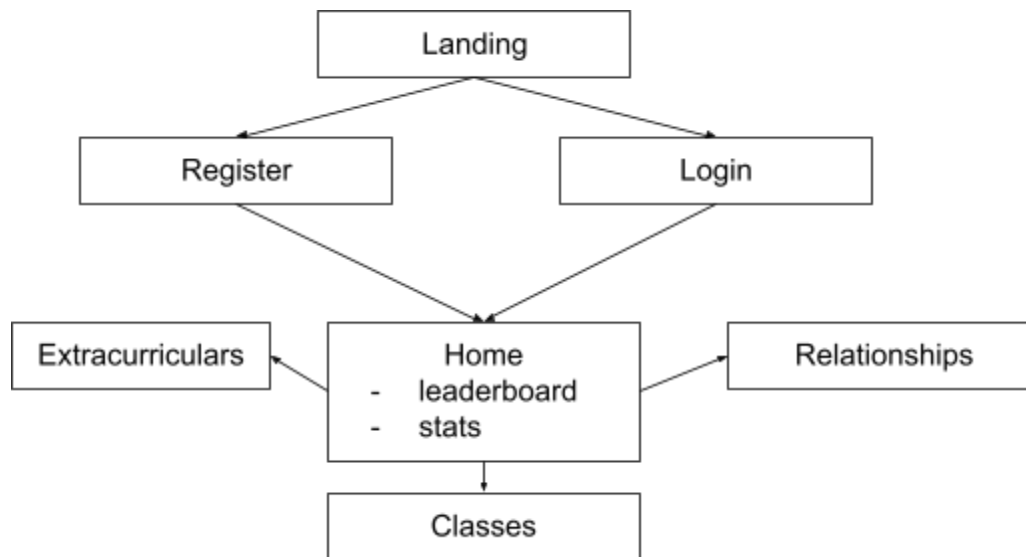
- Events occur in the form of a popup that gives user information/context and stat changes
- Time progression: 2 days a month
- End game page based on stats
- Extracurricular

Program Components:

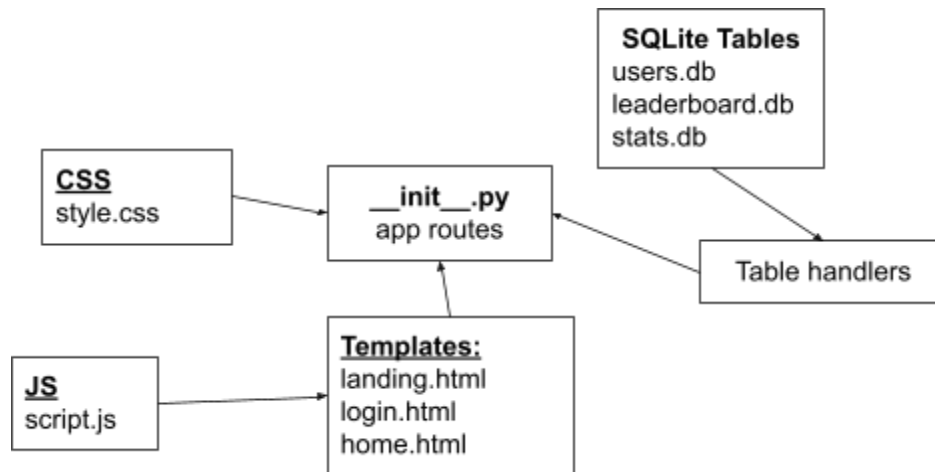
- game.html
 - home page to play game
- register.html
 - Create account
- login.html

- log into account
- 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
 - stats
 - events

Site Map:



Component Map:



Front End Framework:

- Bootstrap
 - easier to use and we have more experience with it
 - we plan to play with event listeners to create something similar to React.js's `useState()`, so that we can use `window.innerWidth` to detect mobile devices
 - Mobile devices may render a different template than Desktop device (similar to `MobileComponents` vs `DesktopComponents` in React.js)

Stretch Goals:

- create more pages/factors such as school events, college planning, etc.
- Leaderboard
 - shows top 3 in each category (gpa, rizz, popularity, richness)

Tasks:

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