Holy Bible 2: Tokyo Drift 2: Electric Boogaloo

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Dog Eat Dog

Description:

Business is a dog-eat-dog world. Why not literally play like that? Introducing, this mess-I mean our project. In this "game," you will be able to play as a dog who is fighting other dogs to get that victory royale by selling and buying stocks! (Pete would be so proud of us) We hope to use real-time stock information to create an ultimate experience and perhaps add multiplayer. *gasp!* Join us for this dumpster fire-I mean our masterpiece and do many things out on the battleground to become the number one investor: the greatest business-dog!

Component Map:
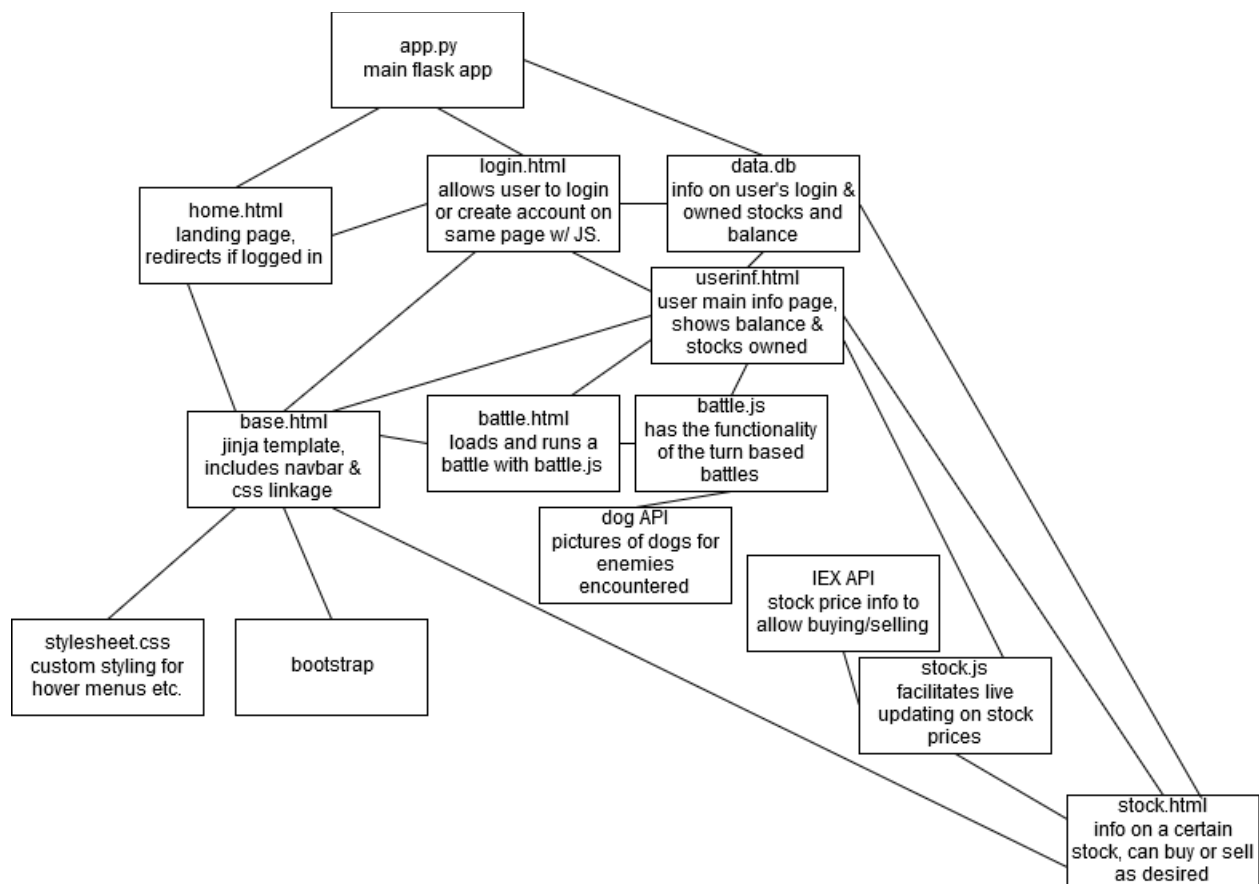
Site Map:
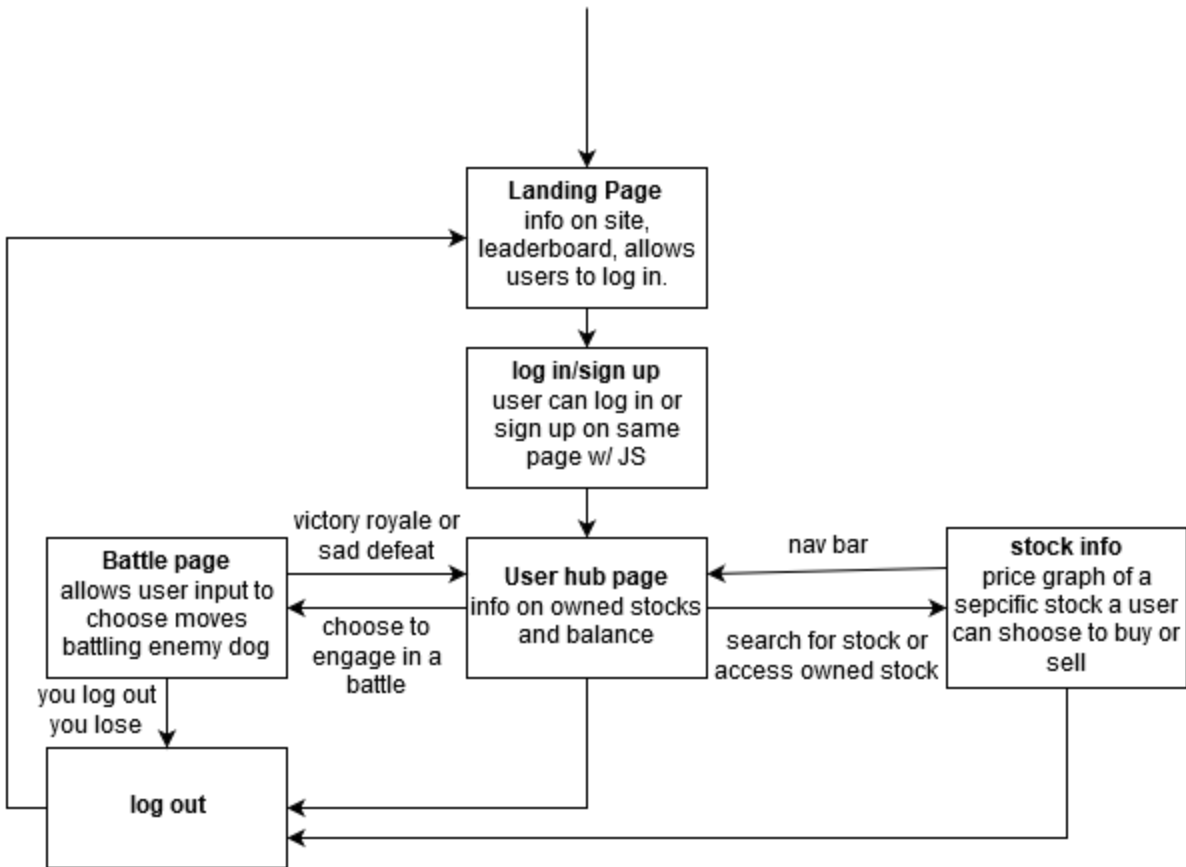
Database Schema:

Users-

ID (Integer)	Username (String)	Password (String)	Money (Integer)	Stocks Owned (json String)
Stores identity of the account.	Stores the username for login and in-game identification.	Stores the password to be used as authorization.	Stores the amount of money the account has.	Stores the different stocks the account has as well as value.

Roles:

Jiajie- Project manager, and some HTML and CSS work.
Theodore- Bootstrap front-end, JavaScript, and CSS work
Ryan- Flask backend and SQLite database work

Deadlines:
2019-01-08: Deliverables and "doc" files finished are finished and
submitted.
2019-01-09: Get our algorithms and combat systems worked out. Work on
REST API solidification.
2019-01-10: Start on Flask backend (Ryan), SQLite database (Ryan),
Bootstrap front-end (Theodore), JavaScript (Theodore), HTML (Jiajie),
and CSS (Theodore and Jiajie)
2019-01-13: Finish each component and combine all of them
2019-01-14: Finish everything, review, and test