

Team **charred_**cheetos

Johnson Li (Project Manager), Kenny Li, Joyce Liao, Cheryl Qian

Alphabet Goop

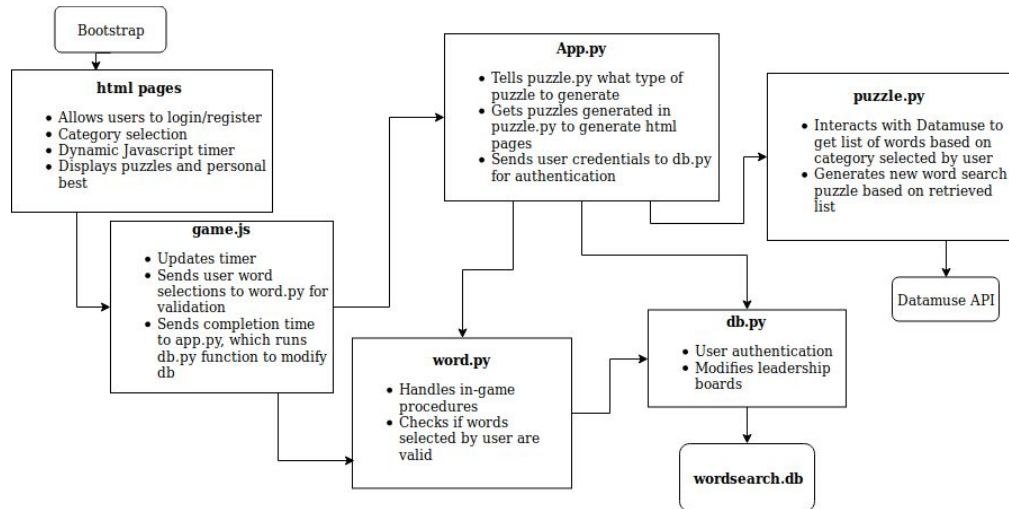
Description

We are making a word search game. Users would be able to choose from several categories, make it custom, or make it random. There will be a timer to record their completion time as well as a personal best if they are logged in.

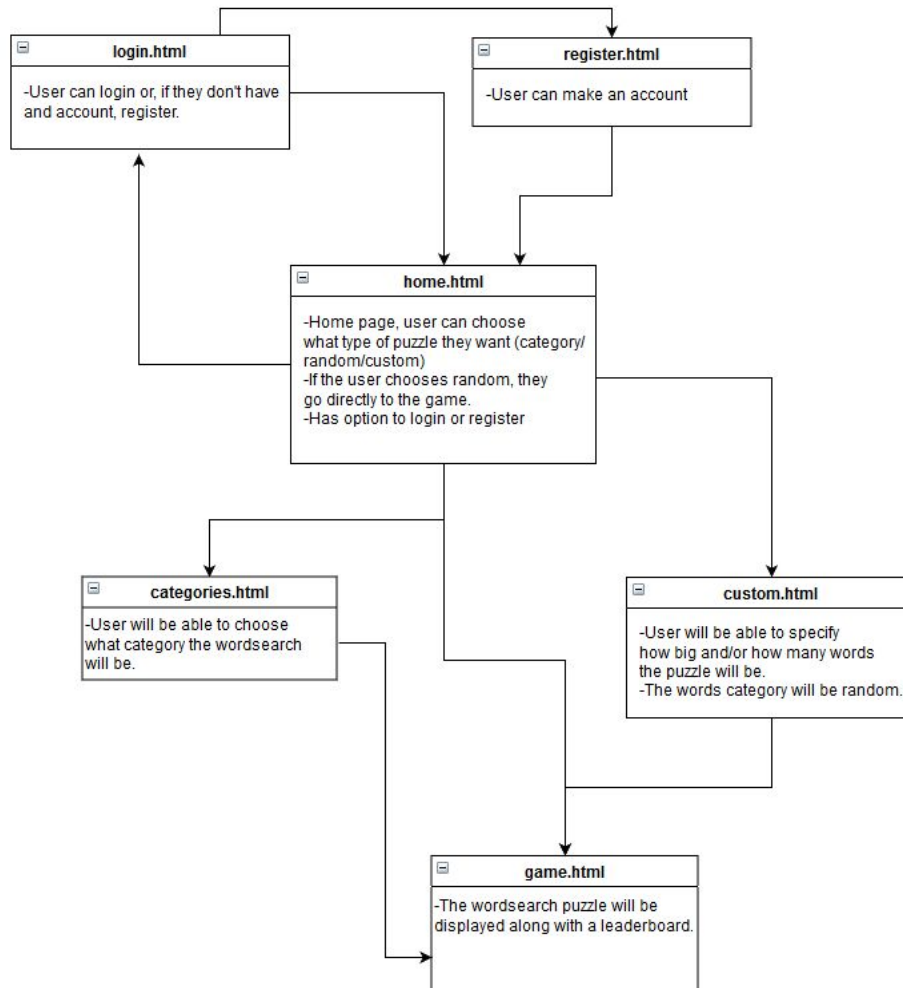
Components/Features

- Login not required to play
- Login feature available if users want to store personal best
- Select from different categories
 - The same set of words used in the puzzle for each category, but in different layouts
- Random category where the words will be completely random.
- Custom category where you can specify board size and category..
- Timer and personal best for completion time.
 - Separates personal best for each category except random and custom.
- If time allows: users can hover over words to see their definitions
- We will use javascript to make the game and have an on-screen timer.
- We will be using bootstrap as our frontend framework because we are creating a game and so we prefer a less blocky and formal look.

Components Map



Site Map



Database Schema

Users

| Username (Text) | password (Text) |
|------------------------------------------------------------------------------------------|-----------------------------------------------------------|
| Stores the username of everyone who registers. No two people can have the same username. | Stores the corresponding password to everyone's username. |

Personal Best

| Username (Text) | Category (Text) | Time (Integer) |
|----------------------------------------------------|------------------------------------|----------------------------|
| Stores the username corresponding to the category. | Stores the category of the puzzle. | Time completed in seconds. |

Task Assignment

Johnson - Project Manager, implement db.py to facilitate user login and storing personal best, oversees app.py

Kenny - Implement word.py to run the game and the part of game.js that sends timer and user selection information

Joyce - Implement puzzle.py to interact with API to generate puzzle and part of game.js that updates timer on the puzzle page

Cheryl - Create skeleton for all html pages, apply Bootstrap and write custom css to style site, *each person is responsible for routes relevant to their tasks in app.py

APIs

Word API: <https://www.datamuse.com/api/>

-Used to get words for the word search.

