

Team charred_cheetos

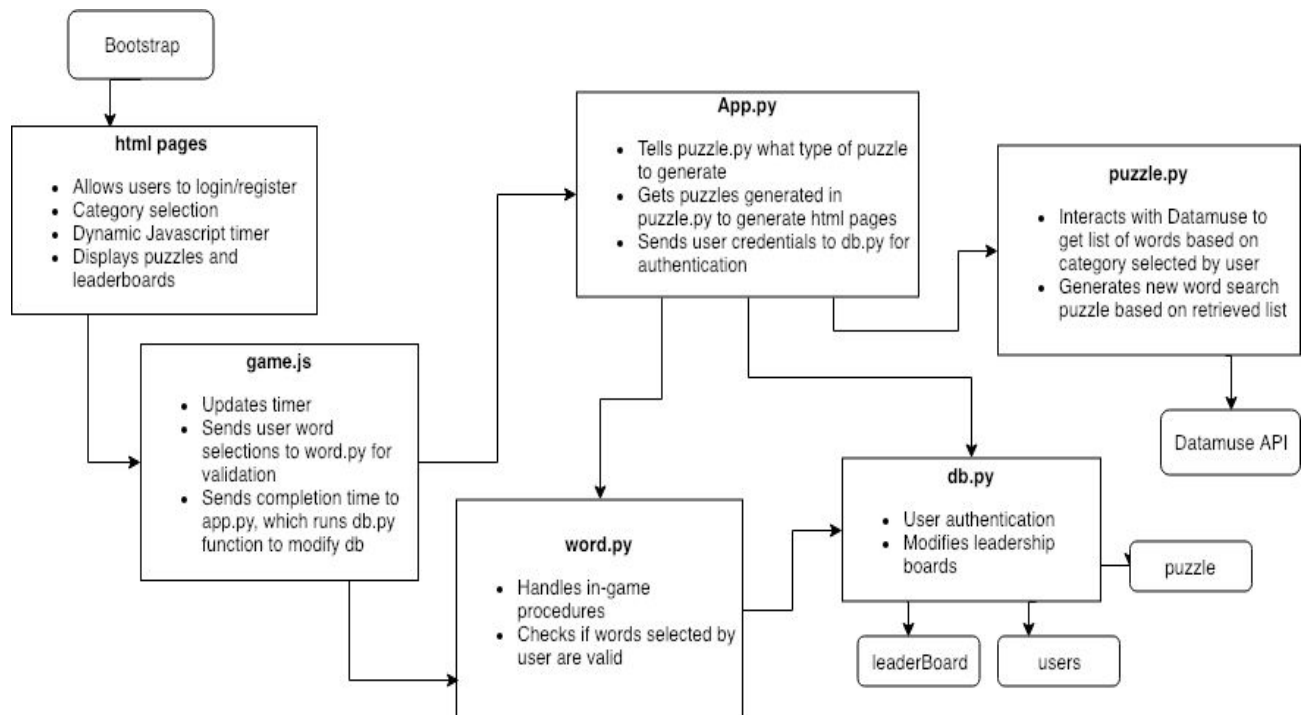
Johnson Li (Project Manager), Kenny Li, Joyce Liao, Cheryl Qian

Alphabet Goop

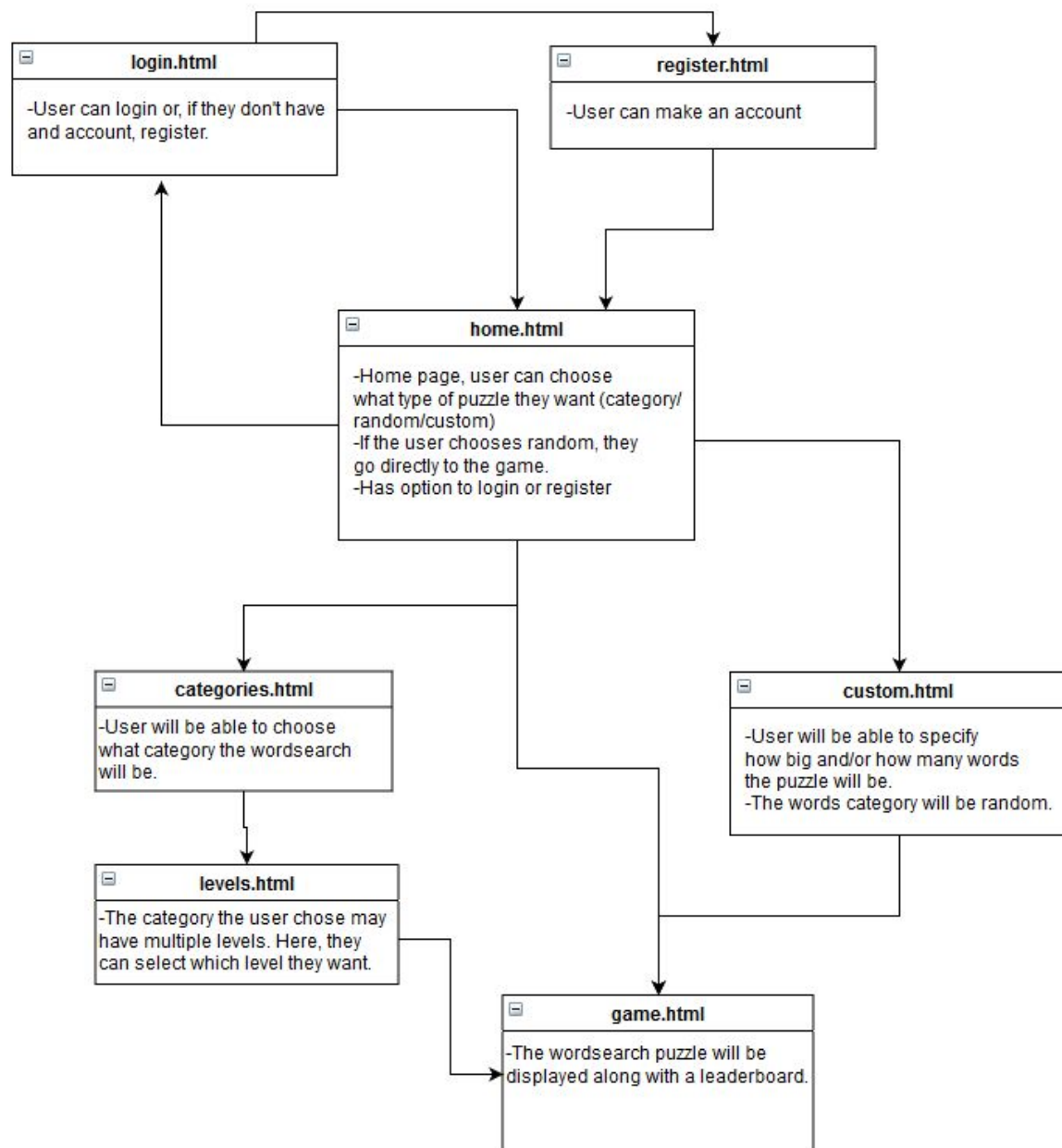
Components/Features

- Login not required to play
- Login feature available if users want to be on the leaderboard
- 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 word count.
- Countdown mode: Timer and leaderboard for completion time.
 - Separate leaderboard for each category
 - For all categories except random/custom
- If time allows: users can hover over words to see their definitions

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.

Leaderboard

Username (Text)	PuzzleId (Integer)	Time (Integer)
Stores the username corresponding to the puzzleId	Stores the id of a puzzle	Time completed in seconds.

Puzzle

Puzzle ID (Integer)	Words (Text)
A number to identify puzzle	Comma separated string of the words in the puzzle.

Task Assignment

Johnson - Project Manager, implement db.py to facilitate user login and storing leaderboards, 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/>

Dictionary API: (tentative) [Oxford Dictionary](#)