



HOTDOG TYPER

WeinersNotLosers Final Project Design Document

Team Roster: Kaitlin Wan, Daniel Gelfand, Kyle Tau, Joshua Weiner

SoftDev Period 6

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Project Overview:

Based on the popular game Cookie Clicker, in this project, we aim to combine the incentives of games with the practical benefits of learning to type (quickly and accurately). This type of game is coined an "incrementer" game, as proclaimed by Orteil. The point of the game is to create hotdogs by clicking on a giant hotdog, then buy more upgrades to increase your hotdog-tivity.

Purpose

HotDog Typer is a fun and interactive visual experience for types of all ages, sizes, and backgrounds to embrace their keyboard literacy. Our mission is to improve the player's keyboard literacy through fun means! As well as that, players will also be exposed to trade, design, social welfare, as well as learning the value of "money" through our exchange system and shop interface. It will also serve as a substantial way of showcasing our new knowledge as of the end of the fall term of Software Development.

Bootstrap

The whole team preferred Bootstrap because we have more experience in Bootstrap. Bootstrap allows for a multitude of predefined elements that would ease our project making progress. With Bootstrap, we will be able to format our website seamlessly.

Database Schema

<i>User Table</i>	
Column Name	Type
UserID	INTEGER PRIMARY_KEY
Username	TEXT
Password	TEXT (hash code)
HotDogs	INTEGER



HOTDOG TYPER

Games completed	INTEGER
KeystrokesCorrect	INTEGER
KeystrokesIncorrect	INTEGER
Accuracy	INTEGER
Multiplier	DOUBLE
Guild	TEXT
Bought items	TEXT (will be a text representation of a dictionary)

Features

- How to get hot dogs:
 - We will be using APIs to get the text to display for the user to type
 - Each time you complete a word, the hot dog will pulse, and you will get more hot dogs
- Every time a keystroke is entered, javascript will register whether it is correct or incorrect, and at the end of typing the text these totals will be sent to python to update the user's information in the database accordingly
- Will have a shop where one can buy boosters and such to increase hot dog output in exchange for more hot dogs.
- Increased multipliers for words typed

APIs

The user will be able to choose the kinds of text they will be typing, and the texts will be generated from APIs. We will be using:


- Bacon Ipsum (lorem ipsum generator of meat)
This API does not require a key
- Advice Slip (line of advice)
This API does not require a key
- FavQs (random quote)
For this API, we won't need a key because we can generate unlimited quotes through "Quote of the Day"

Structure



Site Map

Hot Dog Typer



Have an account?
[Login](#)

New to this site?
[Register](#)

Login

Username: _____

Password: _____

[Submit](#)

Register

Username: _____

Password: _____

Confirm Password:


[Submit](#)

Once logged in **Our navbar will link to different html elements (using bootstrap navbars) all contained within the same html file (described as home.html in our component map)**

Play Play Guild Stats Logout

Inventory

Number of hot dogs: _



Type out this quote.

Shop

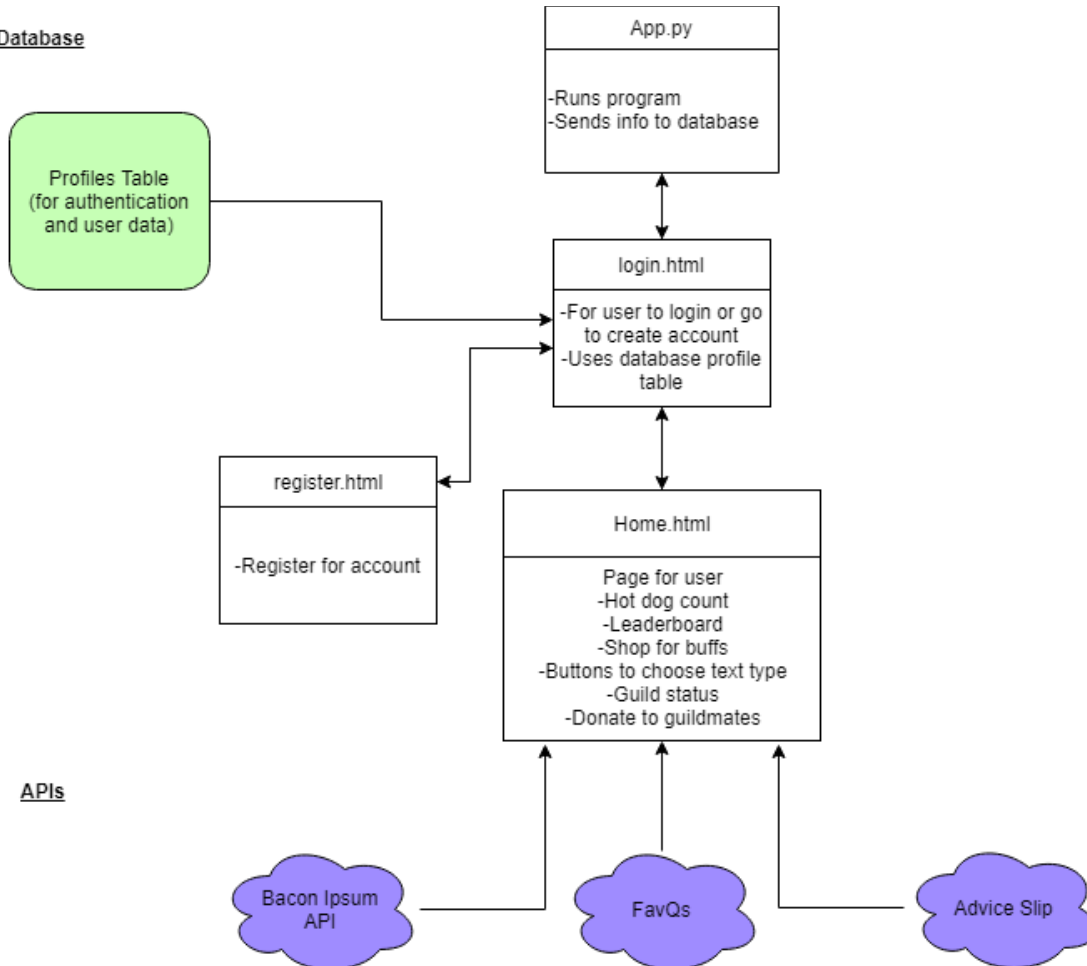
Buy Nathan's - Cost__

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*
*



Component Map

Database



Task Division

PM: Kaitlin

- Project Manager Jobs!
 - Promoting Productivity
 - Making sure devlog is being maintained
 - Make sure all documents are in order
 - Help with minor coding as necessary

Database - Josh



HOTDOG TYPER

- Determine/Solidify database structure
- Work on python functions to update user information regarding multipliers, game saves, and the shop interface
- Work on the exchange system of hotdogs between players, guilds.
- Write JavaScript function to take correct/incorrect keystroke totals and factor it into the user's overall accuracy

APIs - Kyle

- API pdf within docs
- Write functions to generate and randomly select text for the user to type, then pass on to the displayed HTML pages
- Work on HTML and CSS

Typing - Daniel

- Implementing typing aspect of the game (Javascript)
- Work on displays of the game, responsible for updating leaderboards, integrating javascript functions for hotdog multipliers with python scripts to update user accounts.