



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 players 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". It will also serve as a substantial way of showcasing our new knowledge as of the end of the fall term of Software Development

Database Schema

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



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Multiplier	DOUBLE
Guild	TEXT
Progress	

Features

- How to get hot dogs:
 - We will be using an APIs to get texts
 - Each time you complete a word, the hot dog will pulse (MORE HOT DOGS FOR U)
- Will have a shop:
 - Powerups (more hot dogs per second / automatic hot dogs acquired)
 - Timed Power Up: Reinforced Words (more cookies per word)
- Achievements:
 - "First hotdog"
 - "100 Factories"
 - Etc
- Leaderboard!
 - Looking at other players hotdog production
- Friendify 😊
 - You can donate hot dogs to your friends!!
- GUILD WARS:
 - If you are part of a guild
 - Horizontal Integration, guilds take over each other

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)




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- Advice Slip (line of advice)
- FavQs (random quote)

Structure

Site Map

Hot Dog Typer



Have an account?
[Login](#)

New to this site?
[Register](#)

Login

Username: _____

Password: _____

[Submit](#)

Register

Username: _____

Password: _____

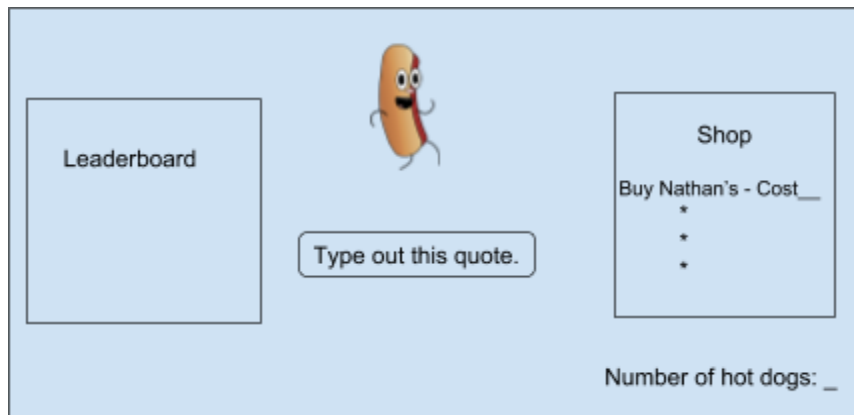
Confirm Password:

[Submit](#)

Once logged in

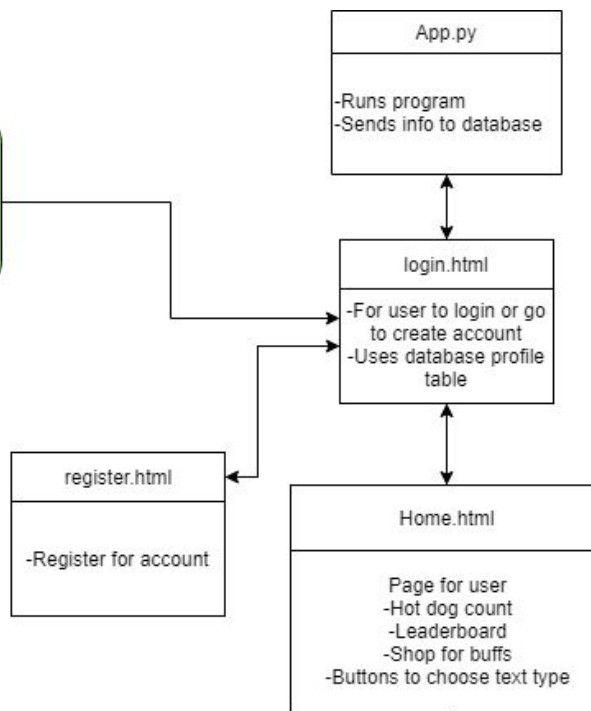


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Component Map

Database



APIs





HOTDOG TYPER

Task Division

PM: Kaitlin

- Make sure all documents are in order

Database - Josh

- Determine/Solidify database structure

APIs - Kyle

- Being creating API pdf within docs

Typing - Daniel

- Implementing typing aspect of game