



# HOTDOG TYPER

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## WeinersNotLosers Final Project Design Document

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SoftDev Period 6

2018-01-07

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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.

### Database Schema

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



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

<i>Guild Table</i>	
Column Name	Type
GuildID	INTEGER PRIMARY_KEY
Name	TEXT
Leader	TEXT (username of player)
HotDogs	INTEGER (accumulation of all guild members total hotdogs)
Members	TEXT (player usernames)
OverallAccuracy	INTEGER (average accuracy of players)
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 multipliers and such to increase hot dog output in exchange for more hot dogs:
    - Powerups (more hot dogs per second / automatic hot dogs acquired)
    - Timed Power Up: Reinforced Words (more hot dogs per word)



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- Increased multipliers for words typed
- Achievements:
  - “First hotdog”, “100 Factories”, “90% accuracy”, “1 million keystrokes”, Etc
- GUILD WARS:
  - If you are part of a guild
  - You can donate hot dogs to your friends (guildmates)!!
  - Guilds are ranked and can compete with one another
- Leaderboard!
  - Looking at other players hotdog production, accuracy
  - Can see best guilds/search for guilds (by accuracy or total hotdogs)

### 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






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Login	Register
Username: _____	Username: _____
Password: _____	Password: _____
Submit	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		
<div>Leaderboard</div> <table border="1"><thead><tr><th>Guilds</th><th>Players</th></tr></thead><tbody></tbody></table>		Guilds	Players		<div>Shop</div> <div>Buy Nathan's - Cost__</div> <div>* * *</div>			
Guilds	Players							
		<div>Type out this quote.</div>						
						Number of hot dogs: _		



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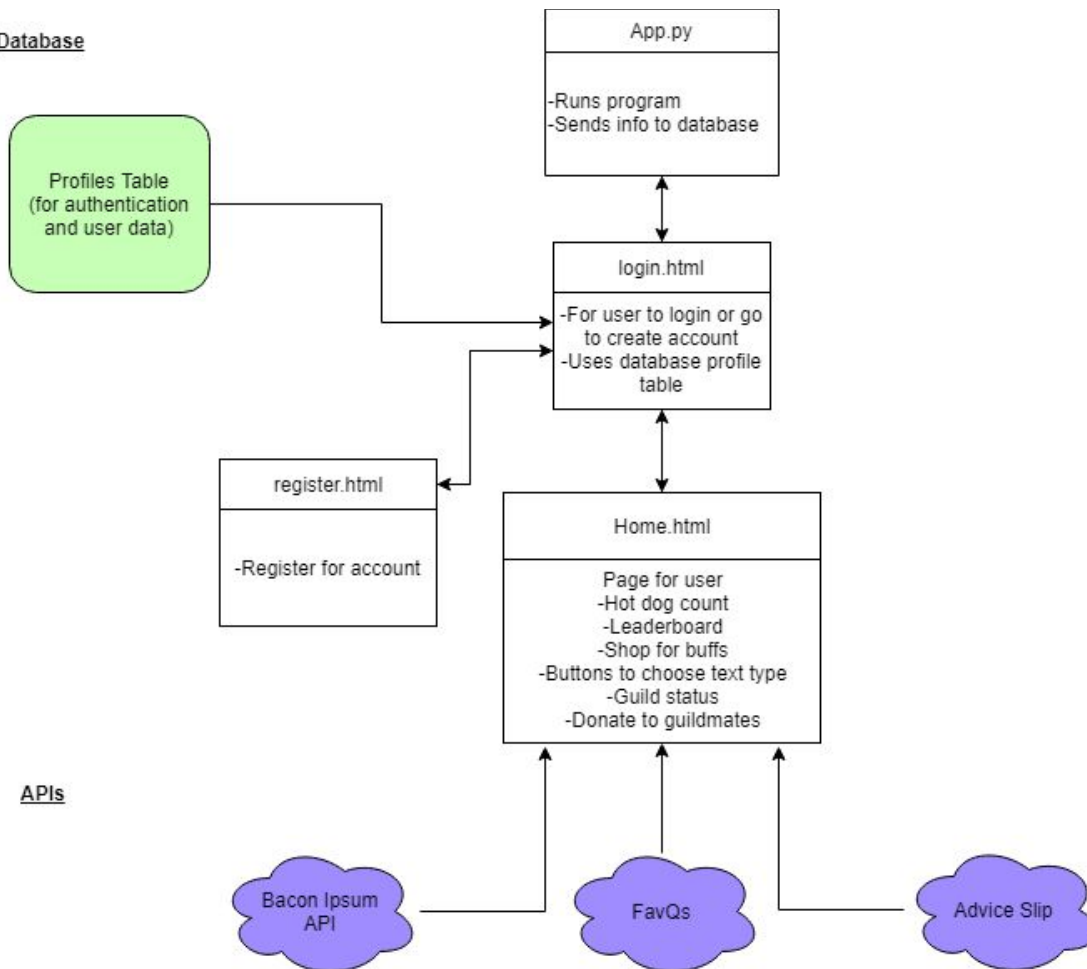
Guild		Play	Guild	Stats	Logout
GUILD NAME		Search for other guilds			
Leaderboard Players	GUILD STATISTICS				
	<ul style="list-style-type: none"><li>- Total hotdogs collected</li><li>- Overall accuracy</li></ul>				
GUILD MEMBERS (scrollable list)					
Name   [enter amount] Donate					

Stats		Play	Guild	Stats	Logout
USERNAME - Guild [link]		Search for other players			
Achievements (list)	PLAYER STATISTICS				
	<ul style="list-style-type: none"><li>- Total hotdogs collected</li><li>- Overall accuracy</li><li>- Total keystrokes</li><li>- Correct / Incorrect Keystrokes</li><li>- Current Multiplier</li><li>- Games Completed</li></ul>				
(If viewing another player's profile) [ENTER AMOUNT] DONATE					

### Component Map



## Database



## APIs

## 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

- Determine/Solidify database structure
- Work on python functions to update user information regarding multipliers, game saves, and the shop interface



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- 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.