Team POGGERS -- Kelvin Ng (PM), Tanzim Elahi, Kevin Li, Justin Shaw SoftDev1 pd1
P02 -- The End
2020-01-02
Cookie Clicker

### API(s) used:

• <u>speedrun.com REST API</u> (no API key required - just don't spam it with requests, it does time you out for a few minutes for doing so)

#### Minimum Viable Product

We will be recreating the Cookie Clicker game with the skills we've learned over the course of this semester. This project will minimally have features such as:

- Making an account to save progress
- Registering that the cookie on screen has been clicked and recording it into the database
- A shop that can convert cookie clicks into perks (such as auto clickers) those perks will also be stored in some way.
  - Maybe different backgrounds for the website? Different fonts?
- The cookie clicker leaderboards will be retrieved via the speedrun.com API from here: <a href="https://www.speedrun.com/cclicker#1 Million Cookies">https://www.speedrun.com/cclicker#1 Million Cookies</a>

#### Extra Stuff

- Recording data
  - Milestones/achievements (e.g. "1000 Cookies Earned!")
  - Time and date of said achievements (database layout will get even more complicated though)
  - The time it took to achieve said achievements after creating your account (same as above)
- Track clicks per second
- Timed trials (30s, 1min, 2min) no perks allowed in those games.

### **Bootstrap or Foundation?**

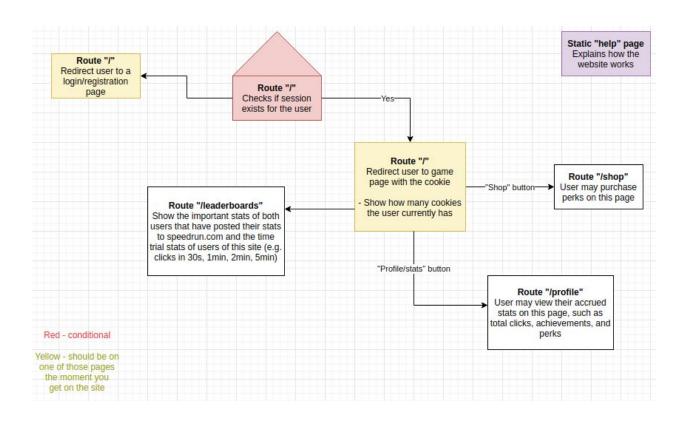
We will be using Bootstrap for our front-end styling purposes. The majority of the group is familiar with Bootstrap, and as such we believe our project will look nicer using it compared to using Foundation.

#### **Task Division**

- Kelvin Ng: Project Manager
- Tanzim Elahi
  - Backend (database and accounts)
  - o JavaScript necessary for clicking the cookie and purchasing perks
- Kevin Li
  - o Interfacing with the API to retrieve the necessary data
  - o Backend interactions with the frontend cookie clicker
- Justin Shaw
  - o JavaScript necessary for clicking the cookie and purchasing perks
  - o frontend (templates, routes, styling with Bootstrap)

# **Component Map**

Site Map <a href="https://drive.google.com/file/d/10T7McKfBYJeqV-S1p1pyWjG-XrJa73J-/view?usp=s">https://drive.google.com/file/d/10T7McKfBYJeqV-S1p1pyWjG-XrJa73J-/view?usp=s</a> <a href="https://drive.google.com/file/d/10T7McKfBYJeqV-S1p1pyWjG-XrJa73J-/view?usp=s">https://drive.google.com/file/d/10T7McKfBYJeqV-S1p1pyWjG-XrJa73J-/view?usp=s</a> <a href="https://drive.google.com/file/d/10T7McKfBYJeqV-S1p1pyWjG-XrJa73J-/view?usp=s">https://drive.google.com/file/d/10T7McKfBYJeqV-S1p1pyWjG-XrJa73J-/view?usp=s</a> <a href="https://drive.google.com/file/d/10T7McKfBYJeqV-S1p1pyWjG-XrJa73J-/view?usp=s">https://drive.google.com/file/d/10T7McKfBYJeqV-S1p1pyWjG-XrJa73J-/view?usp=s</a> <a href="https://drive.google.com/file/d/10T7McKfBYJeqV-S1p1pyWjG-XrJa73J-/view?usp=s">haring</a>



# **Database Layout**

# **Accounts table**

Userna me (TEXT)	Password (TEXT)	Currenc y (INT)	Total clicks (INT)	Perks earned (TEXT) ← IDs	Achievements earned (TEXT) ← IDs	1min trial time (INT) ← clicks in that time
"polls mor"	"e4tjEYrN23G LgKUGkFL9n NEtdisXBB"	2964	9001	"0, 4, 7"	"0"	0 (never tried)
"pogch amp"	"UwU"	1235	1337	"0, 1, 2, 6, 7"	"0, 1"	69
"nani"	"AYAYAcutech at"	69420	69420	"1, 6"	"0, 1, 2"	600

# Perks table

ID (INT)	Perk (TEXT)	Cost (INT) ← in clicks
0	Autoclicker 1	50
1	Autoclicker 2	200
2	Autoclicker 3	800
3	Autoclicker 4	4000
4	Custom background 1	500
5	Custom background 2	500
6	Custom font 1	2000
7	Custom font 2	2000

### **Achievements table**

ID (INT)	Name (TEXT)	Description (TEXT)
0	"5000 Clicks!"	"This achievement is for you accruing 5000 clicks on this site."
1	"Speed Demon!"	"This achievement is for you clicking the cookie more than 100 times in a minute."
2	"Super-Speed Demon!"	"This achievement is for you clicking the cookie more than 100 times in 20 seconds".