

Team POGGERS -- Kelvin Ng (PM), Tanzim Elahi, Kevin Li, Justin Shaw

SoftDev1 pd1

P02 -- The End

2020-01-02

Cookie Clicker

API(s) used:

- [speedrun.com REST API](#) (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
 - We can afford saving clicks very often
 - This also means that a manual save button is not required.
- A shop that can convert cookie clicks into perks (such as auto clickers) - those perks will also be stored in some way.
- The cookie clicker leaderboards will be retrieved via the speedrun.com API from here: [https://www.speedrun.com/cclicker#1 Million Cookies](https://www.speedrun.com/cclicker#1_Million_Cookies)

Extra Stuff

- Player stats
 - The total amount of cookies ever earned
- Track clicks per second
- Timed clicking trials (15s, 30s) - no perks allowed in those games.
 - Compare your time trial stats with those of others on the leaderboards page
- Allow change of password in profiles

Bootstrap or Foundation?

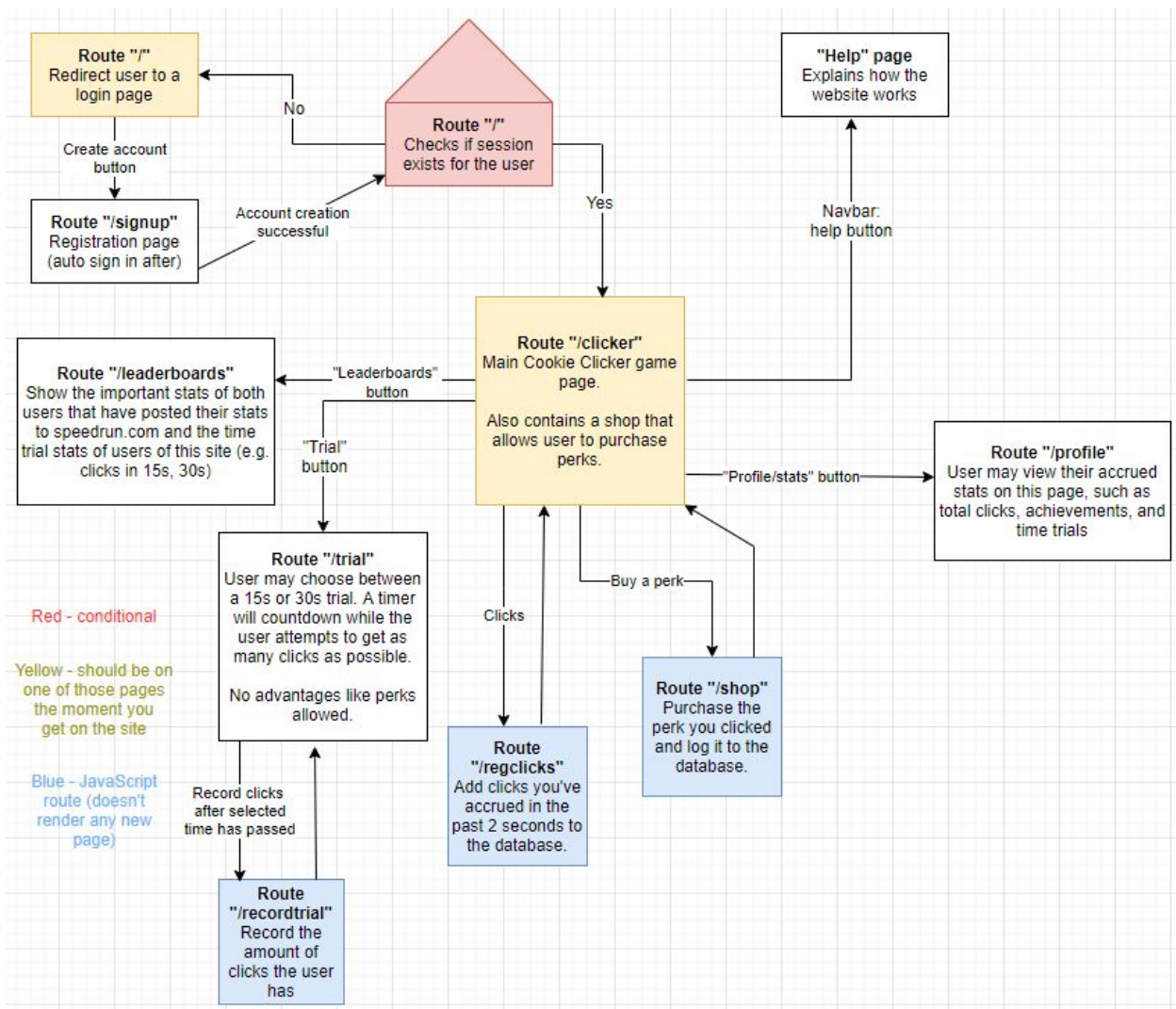
We will be using Bootstrap for our front-end styling purposes. The majority of the group is familiar with Bootstrap, and as such we believe our project will look nicer using it compared to using Foundation.

Task Division

- Kelvin Ng
 - Project Manager
 - Update README, make sure design doc is current, manage devlog
 - Minor coding tasks if necessary
- Tanzim Elahi
 - Backend implementation of databases and interactions with frontend
 - Help with frontend (templates, routes, styling with Bootstrap)
- Kevin Li
 - Interfacing with the API to retrieve the necessary data
 - Backend interactions with the frontend cookie clicker
 - Backend implementation of accounts
- Justin Shaw
 - JavaScript necessary for clicking the cookie and purchasing perks
 - Frontend (templates, routes, styling with Bootstrap)

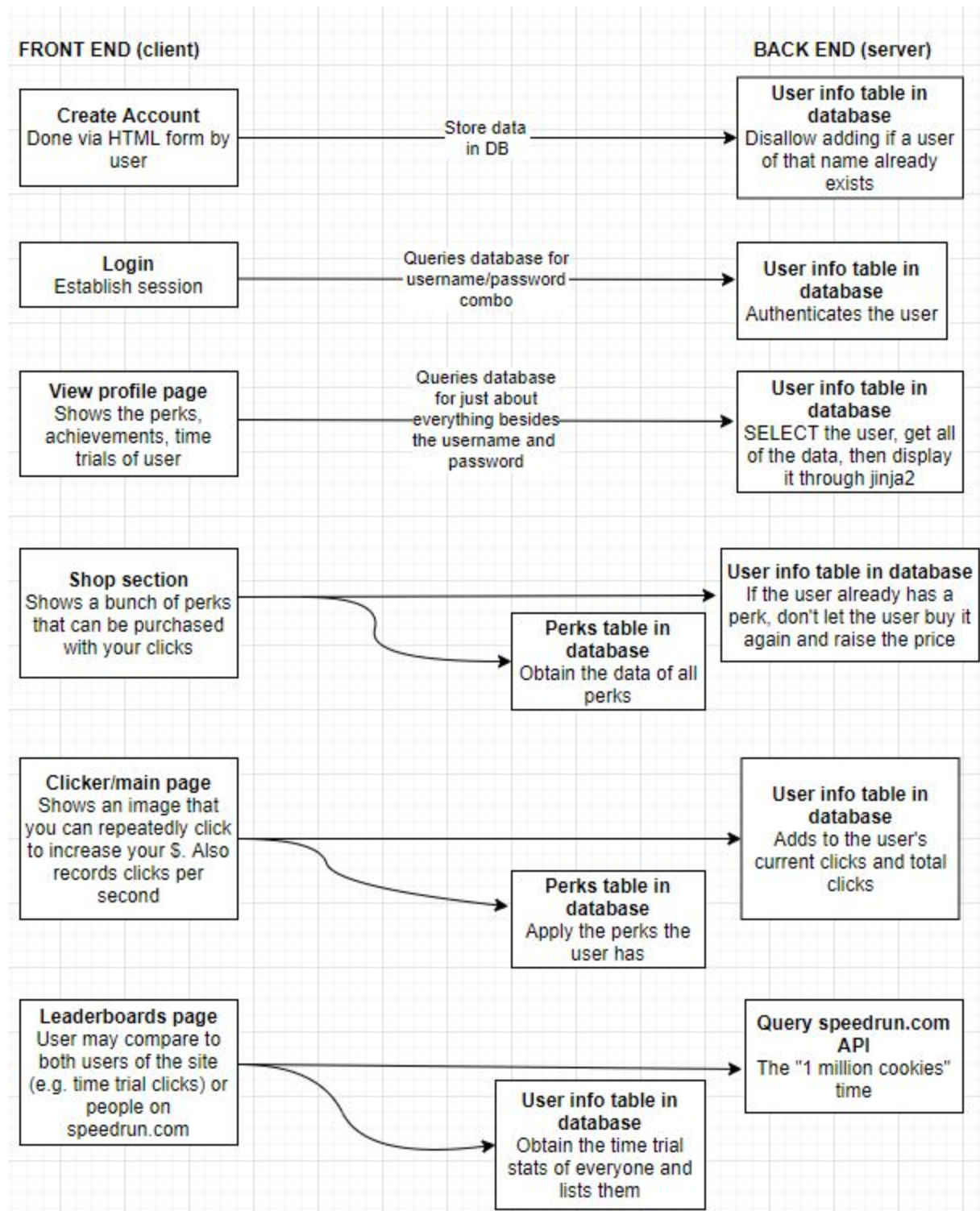
Site Map

<https://drive.google.com/file/d/1OT7McKfBYJeqV-S1p1pyWjG-XrJa73J/-/view?usp=ssharing>

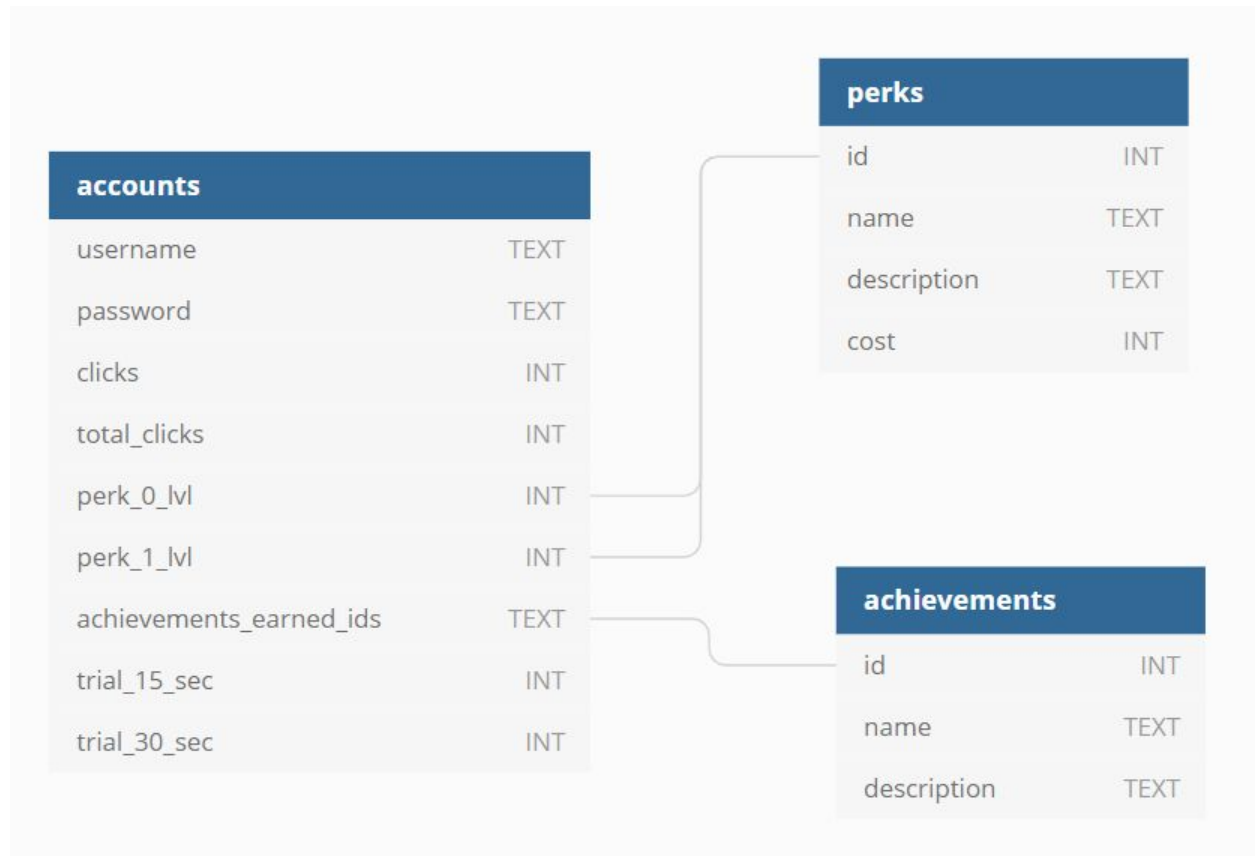


Component Map

<https://drive.google.com/file/d/1hO6Qf2li9C-VKgmstcfaT3zDvUZAu-CB/view?usp=sharing>



Database Layout



- Achievements_earned_ids stores a string separated by commas (i.e. "0, 2, 3"). These IDs correspond to the achievements with those IDs.
- perk_0_lvl and perk_1_lvl correspond to the IDs of the perks in the perks table. Those 2 are stored in the "tier" of the perk.
- "Clicks" is how much "money" you have. It is different from total clicks in that it can be lowered after buying stuff, whereas total clicks will never go down.
- The trial entries in the accounts table will be in clicks. The leaderboards page can retrieve the clicks everyone has and compare them.
- If we have time, we should have a separate records table rather than stuffing everything in the accounts table.