TEAM NAME: ShoeBuckle

TEAM MEMBERS: Lucas (LTW) Tom-Wong, Julia (Lia) Nelson, Shriya Anand

Project Name: TBD

## P01 Design Document

THEME: Trivia

Trivia is a type of genre where the user answers questions that are pre-laid out. We plan to create a program that:

- 1. Generates questions and answers to that question
- 2. Asks the users the questions and receives response
- 3. Keeps score
- 4. Records the highest score on a leaderboard
- 5. Displays a leaderboard

### **Program Components**

Microframework: Flask

Database: Sqlite

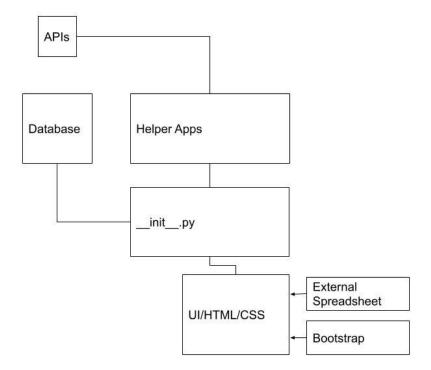
Back-End: Python, HTML Templates Front-End Framework: Bootstrap

We found the bootstrap is easier to understand and the documentation is easier to navigate. Additionally, due to the fact that more people use bootstrap rather than foundation, we've decided that it might be easier to ask questions about bootstrap.

Helper apps should help clean up \_\_init\_\_.py.

Functions should include updating databases as well as accessing APIs.

# Component Map



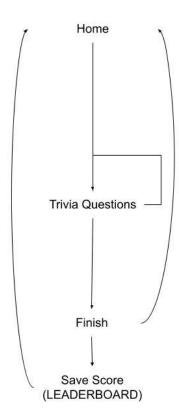
## **Database Organization**

#### Leaderboard Database

Name	Score
AAA	24189431279473273245
NNN	12948732534865
JJK	12948732531114
Bob	2
Why	1

At the end of the trivia, if the score obtained is better than one on the leaderboard, ask for a name. Then place name above scores lower and move all of the scores down, removing the last score.

#### Site Map



#### Task Breakdown

Python Development (LTW): Gathering Information from APIs, transcribing them to a usable form, then combining other parts.

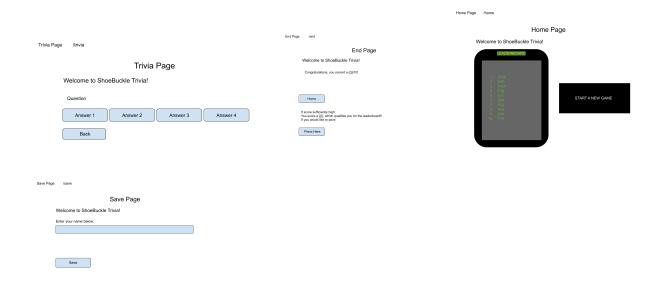
Database Development (Lia): Create databases and function related to the databases. Manages how information is stored.

Flask Development (Shriya): HTML and CSS. Creation of external spreadsheets as well as learning more about bootstrap.

#### APIs That Will be Used

- ☐ Fun Facts
- ☐ Memes
- ☐ Open Trivia
- \* Most likely other APIs will be used. We will need to convert each API to our own format before presenting the questions.
- \* Notice: We have decided to mainly use Open Trivia

### Page Outlines Draft



# Target Deadline for P01

1/14/2022