

Soggy Cereal -- Tomas Acuna (Llany the Llama), LTW (Tobias), Mark Zhu (Bob the 3rd Jr),
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SoftDev
P04
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Poker Central

Concept + Ideas

Poker

Multiple lobbies of poker

Lobbies can be public, or private (requires a key to join lobby)

Able to also join/rejoin games through game code (**extra feature if given opportunity)

In-game currency for winning or playing game (more for winning)

You can also input your credit card information for more money

When you run out of money, we give you money (number of times gone broke is shown on leaderboard)

Super matches of poker that cost money to enter but give higher returns

Shop that allows you to buy cosmetics/andor other items with money

Project Components + Component Map

Python:

- Database management (SQL)
 - Create tables
 - Update tables after every game/when new account is created
- API requests
 - Deck of Cards API
- Websockets for online multiplayer functionality (see RGZ's [tedX](#))
- Helps everything work together

Flask/Apache:

- Connect frontend to backend
- Host project online

SQLite3:

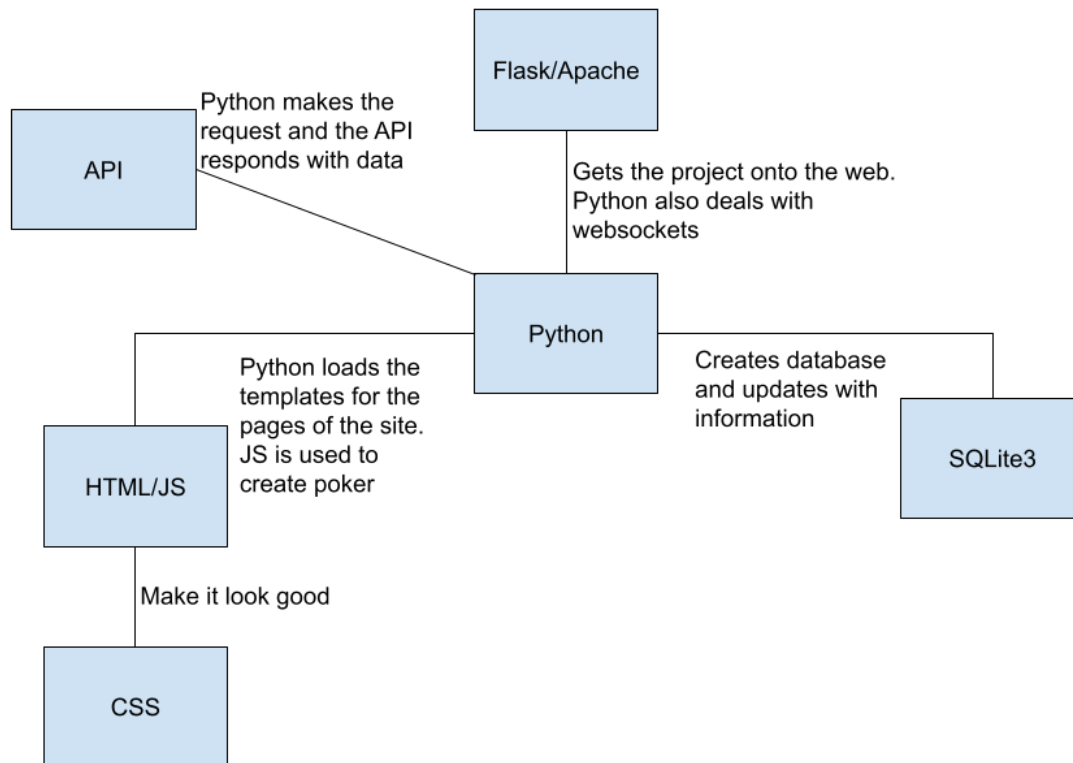
- Store data in tables (shown below)

HTML/JS:

- React for poker game (see Haotian's [tedX](#))
- HTML templates and Jinja2 for switching between the various pages of the site (home, login/signup, leaderboard, poker)
- Move/Use cards

CSS

- Make it look good
- Bootstrap



What data do we store? How do we store data?

Credit Card information (not encrypted)

User/Pass Information **

In-Game Currency

Leaderboards (Sort by either most money or most times broke)

**Requires encryption

Users Table:

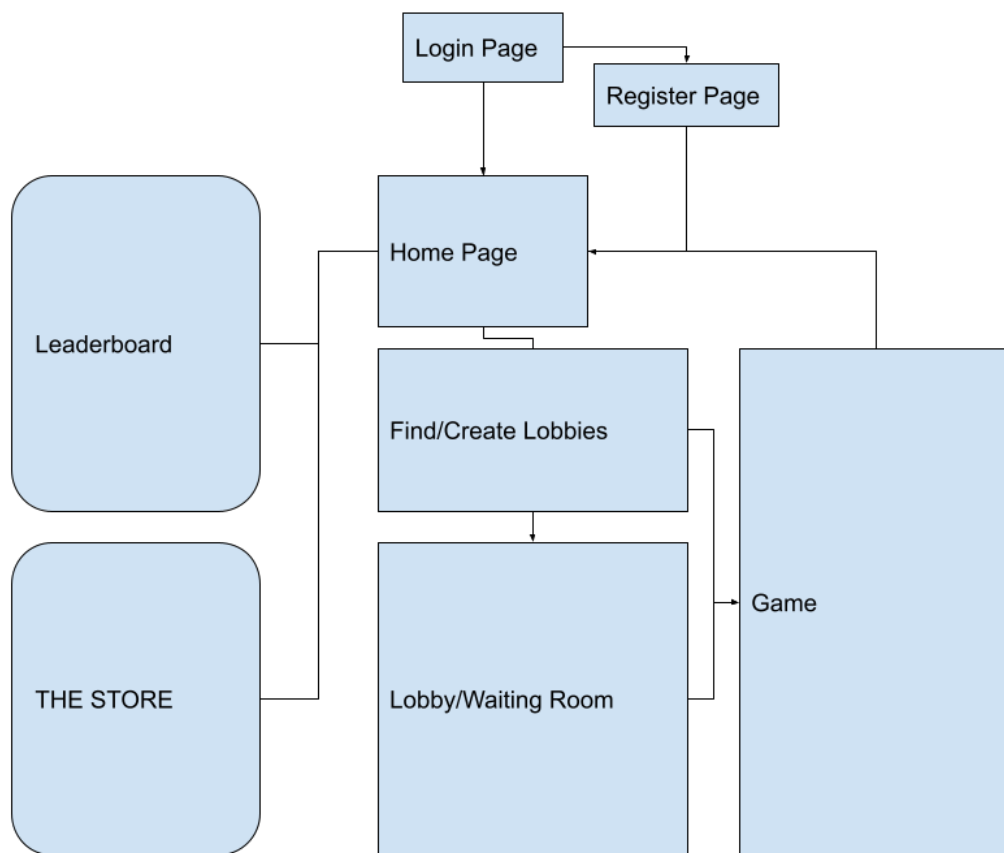
Username (text)	Pass (text, hashed)	ID (yes)	Special ID and Credit and also everything else lets call it a day Social credit... etc
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Profiles Table:

ID	Wins	Losses	Money	Times Broke	Profile Picture
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***User profiles may or may not be implemented (depends on timeframe)

SiteMap



Frontend Framework and APIs

- Bootstrap to help make things look good
 - Deck of Cards API for creating the deck, shuffling, and drawing cards
 - Might have to do manually in case we fail to access API
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Task Breakdown

Tomas (PM) - Droplet Distribution, Integration Manager

LTW - Multi-User Interaction, Concurrency (Websockets, Python, React)

Mark - Backend: Python (database, API)

Thomas - Frontend Stuff (HTML, CSS, JS)

Things to do

How do you play poker again?

Poker game (JS)

Multiple User Poker game (Websockets?? React?? JS)

Login/Accounts (Database)

Join Poker game with account

***Multiple Lobbies

***In-Game Currency

***Access credit card

***Host on droplet

***Optimize for multi-user functionality while using less resources

***Profile Pictures

***If possible when possible

***Store Items

***Data selling to big business

Deadlines

5.26.2022 – finished design doc

5.27.2022 – revise design doc

5.31.2022 – learn how to play poker, working prototype with some functionality (even if everything is separated)

6.3.2022 – Finish all things to do (without ***), More Working prototype

Target Ship Date: 6.10.2022