Soggy Cereal -- Tomas Acuna (Llamy the Llama), LTW (Tobias), Mark Zhu (Bob the 3rd Jr),
Thomas Yu (Perry)
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 games through game code (** implement as 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)

Project Components + Component Map

Python:
- Database management
    - Create tables
    - Update tables after every game/when new account is created
- API requests
    - Deck of Cards API
- Websockets for online multiplayer functionality

Flask/Apache:
- Connect frontend to backend
- Host project online

SQLite3:
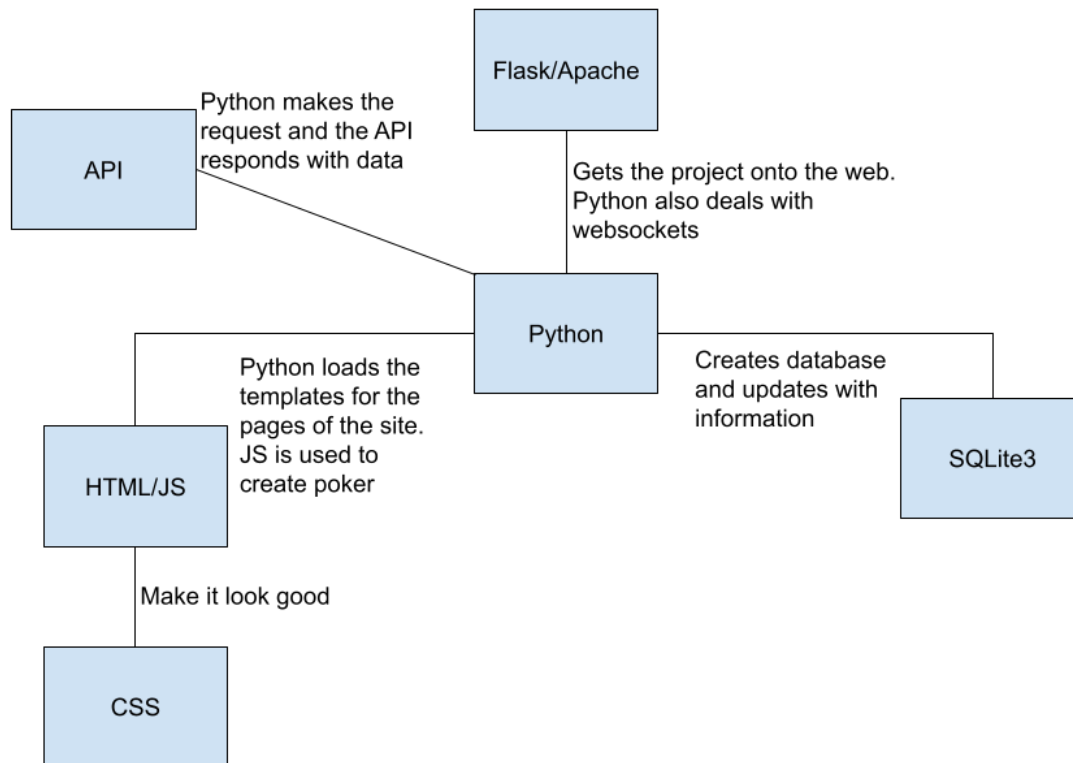- Store data in tables (shown below)

HTML/JS:
- React for poker game

- HTML templates and Jinja2 for switching between the various pages of the site (home, login/signup, leaderboard, poker)

CSS
- Make it look good

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

Credit Card information
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

Profiles Table:

ID	Wins	Losses	Money	Times Broke	Profile Picture

***User profiles may or may not be implemented (depends on timeframe)

SiteMap
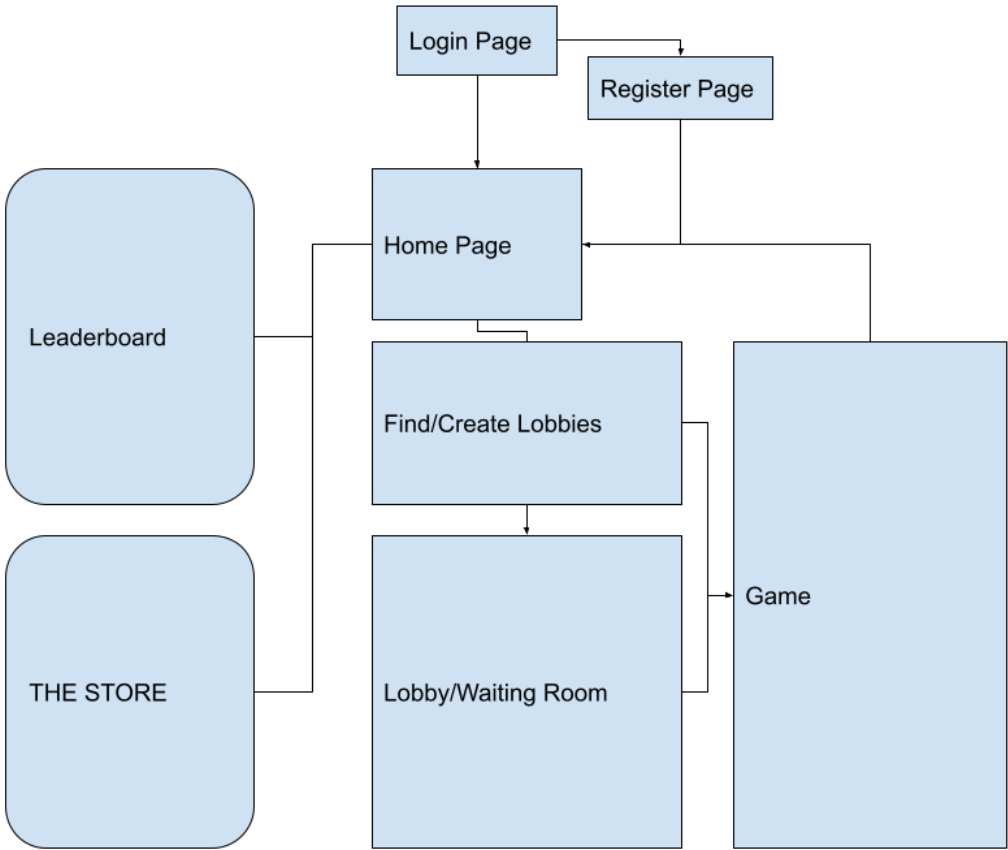
Frontend Framework and APIs

- 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

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

Poker game (JS)
Multiple User Poker game (Websockets?? React?? JS)
Login/Accounts (Database)
Join Poker game with account
***Multiple Lobbies
***In-Game Currency
***Host on droplet
***Optimize for multi-user functionality while using less resources
***Profile Pictures
***If possible when possible

Deadlines
5.26.2022 – finished design doc

Target Ship Date: 6.10.2022