TARGET SHIP DATE: 2025-12-22
Wildlife Killer by Bell Peppers

Overview:
Catch wildlife game where users capture different fish using a species API and they result in different weapons which will come from the D&D API. We will use the countries API for the setting of the game and altering the chances of what species will appear.

Roster + Roles:
PM: Sean Takahashi
- Authentication, inventory/profile, shop

Dev2: Ivan Chen
- Species API, fishing component

Dev3: James Lei
- DND API, battle component, leveling

Dev4: Eviss Wu
- Countries API, travel component

Database Organization:

Cache

fish		
TEXT	scientific_name	UNIQUE PK
TEXT	common_name	
TEXT	status	
INTEGER	accuracy	
TEXT	type	

weapons		
TEXT	name	UNIQUE PK
STRING	damage_dice	
INTEGER	max_durability	
INTEGER	accuracy	

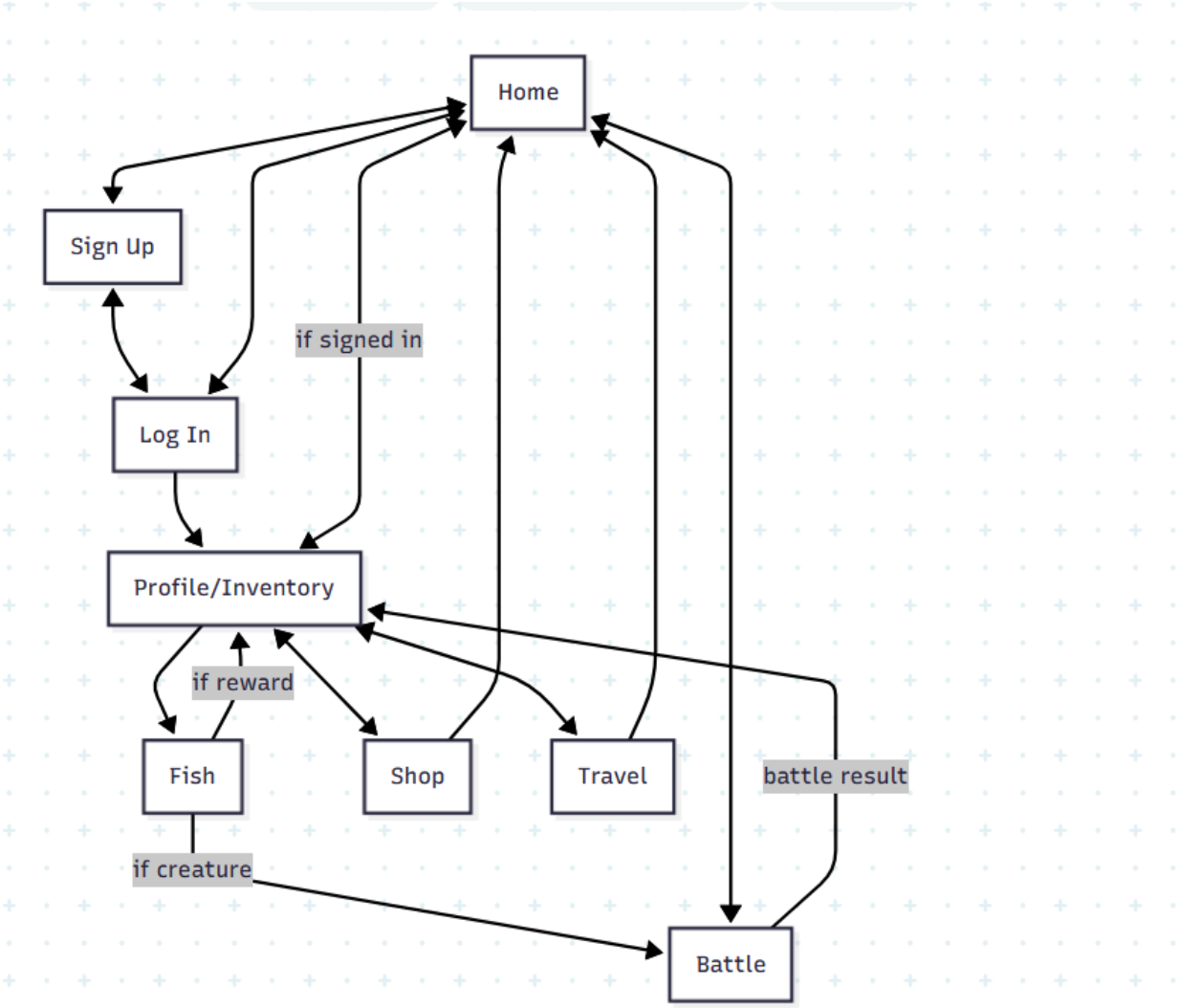
Database

fish		
TEXT	scientific_name	
INTEGER	owner	FK REF profile(id)
INTEGER	number_caught	DEFAULT 1
INTEGER	number_owned	DEFAULT 1

profiles		
INTEGER	id	PK AUTOINCREMENT
TEXT	username	UNIQUE
TEXT	password	
TEXT	country	DEFAULT ‘USA’
INTEGER	balance	DEFAULT 100
TEXT	equipped_weapon	
INTEGER	health	DEFAULT 100

weapons		
TEXT	name	
INTEGER	owner	FK REF profile(id)
INTEGER	durability	
INTEGER	number_owned	DEFAULT 1

Site Map:



(Mermaid Live Editor)

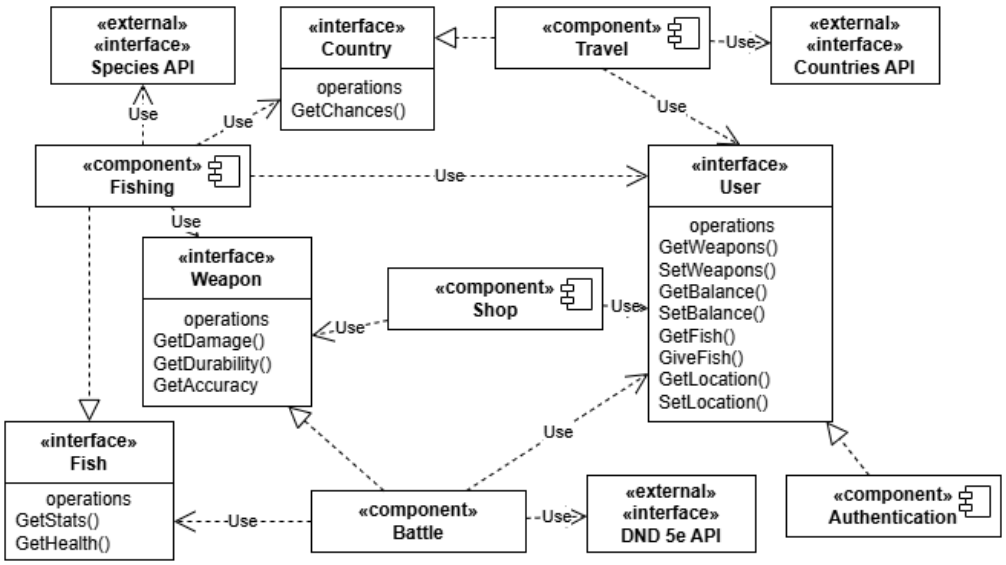
Dependencies:

HTML: Bootstrap: We disliked Foundation and out of Tailwind and Bootstrap, Bootstrap seemed to be more intuitive.

Python: Flask, SQLite3

APIs:

- Species API: Used to get information about fish species (https://ecos.fws.gov/ecp/report/adhocDocumentation?catalogId=species&reportId=species)
- DnD API: Used to get DND 5e weapons (https://5e-bits.github.io/docs)
- Countries API: Used to get different countries (https://restcountries.com)

Components:

- Travel: Allows users to travel between different countries.
  - Uses the User interface to get and change the user's current location
  - Uses the countries API to find countries adjacent to the user's current country
- Fishing: Gives users a random fish / weapon / gold
  - Uses the Countries API to modify catch chances based on the country population
  - Uses the Species API to get information about animal species
  - Uses the weapon interface to retrieve a random weapon
  - Uses the user interface to get the user's current location and potentially give weapon / gold
- Battle: Creates a fight between the user and the fish
  - Uses the Fish interface to get the fish's risk and range to determine fish's stats
  - Uses the User interface to get the user' weapons and potentially give a fish
  - Uses the DND 5e API to find the stats of those weapon
- Shop: Allows user to purchase weapons and sell fish
  - Uses the User interface to modify the users' currency, fish, and weapons
  - Uses the Fish interface to get information about fish to determine price
  - Uses the Weapon interface to get weapon stats to display