

Original Project Proposal (Submitted on 10/07)

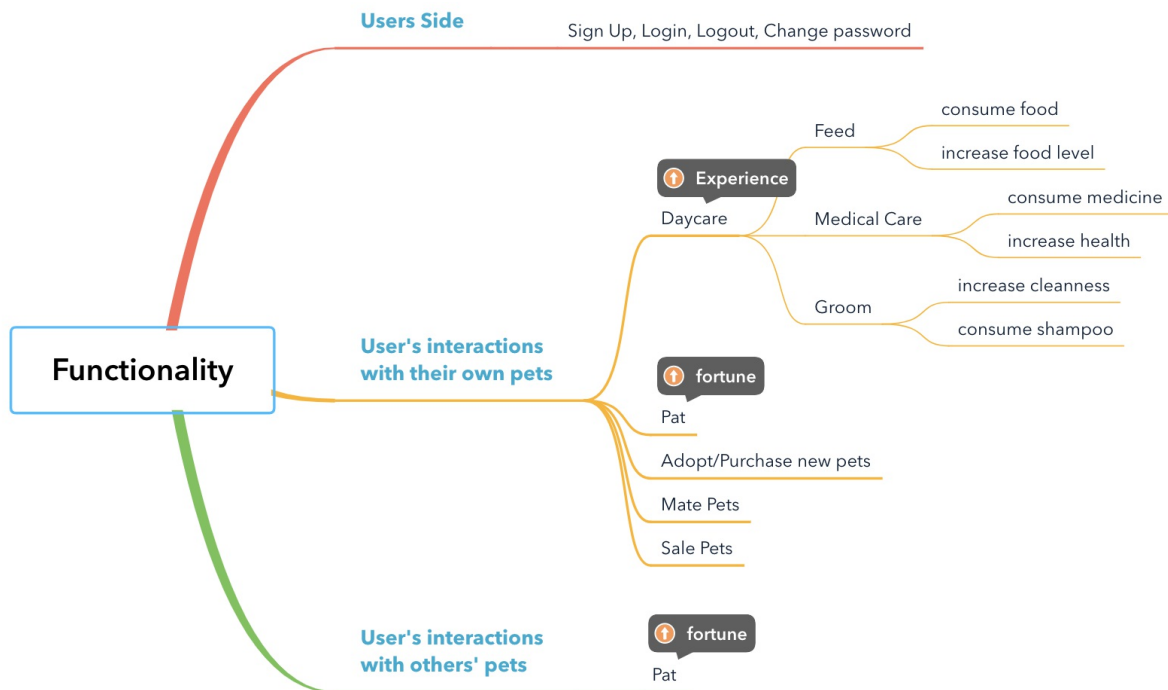
Description:

- We are planning to build a web-based social simulation game. Breeders would play the role of breeders. They need to complete certain tasks to gain 'fortune' and 'experience'. Their tasks include:
Daycare (feeding, grooming, medical care, etc.) ---- increase experience value.
Patting their cats or other breeders' cats to gain furballs as fortune to buy more items in the store for a better daycare ---- increase fortune.
Breed kittens for selling in the store ---- increase fortune & experience.
- Leveling up cattery to have more capacity of cats. Leveling up costs fortune and experience. Purchasing food, and toys also cost money.
- Breeders can also interact with their friends by visiting each others' kennels and pat their pets to gain extra currency. Cats have "patting" limits. Breeders can only pat a cat to certain times a day.

Technologies:

- Collie - Javascript animation library (<http://jindo.dev.naver.com/collie/>): based on HTML5 and javascript. We are going to use it for object movement, background changing, and scenario setup. Since we are going to implement abundant animations and user interactions, we need to use this external technology beyond what we learned from the class.
- Django: as an interaction backend database.

Functionalities of Happy Breeder



SignUp, Login, Logout, Change Password

- Non-logged-in users may register for the site.
- Registering users must provide user name, first name, last name, and password.
- Registering for the site leaves the user logged in as the newly registered user.
- Registered users may log in using their username and password.
- Logged-in users are able to log out.
- User can change password.

Inside the Game - Breeder's interactions with their own cats

- At the very beginning, breeders are allowed to adopt their own cats for free when register completed.
- Daycare own cats (e.g. feed, gloom or medical care with tools purchased in the store.)to gain experience. Experience can be used to level up the room, increasing the size of the room and the capacity to have more cats.
Pat own cats to gain fortune which can be used to purchase tools in store to increase related value.
- Track the patting history of their cats(see who pats their cats and stole the fur).
- For cats that are at least 1 year old, breeders can choose to mate them with another cat that is at least 1 year old (the last_mate_time of two cats have to be at least 3 days ago for them to be able to mate).

Inside the game - Breeder's interactions with others' cats

- Pat other cats to gain fortune which can be used to purchase tools in store to increase

related value.

- Return to his/her own room.

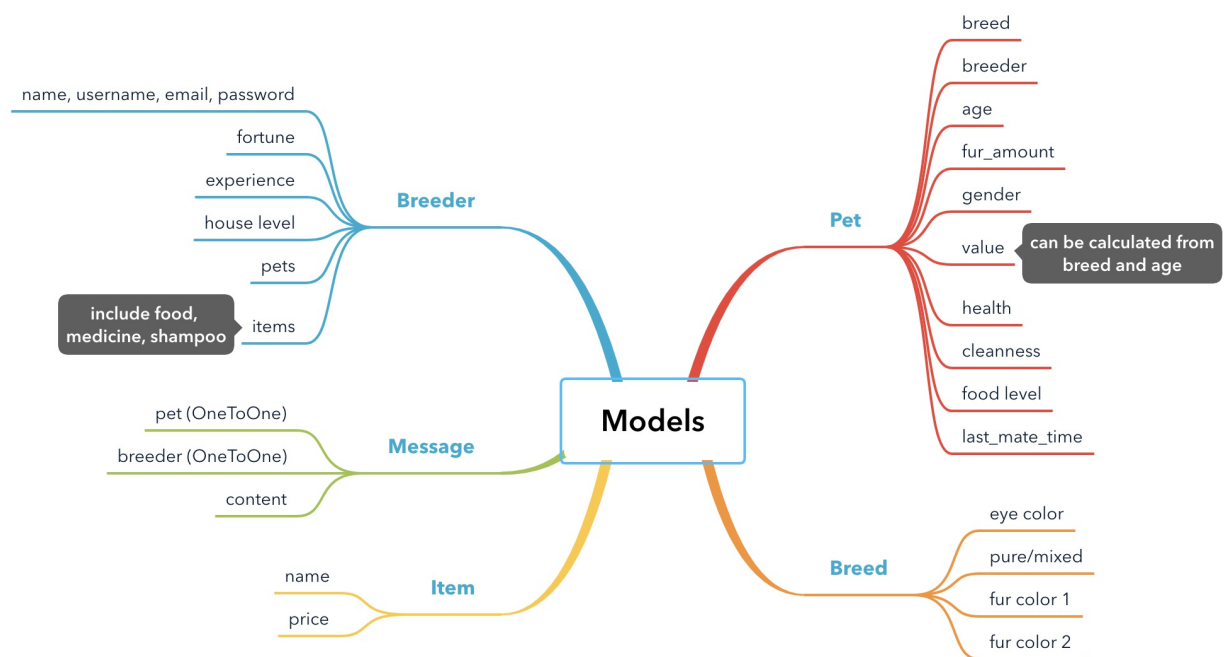
Inside the game - Breeder's purchase in the store

- Purchase food and toy using fortune in the store.
- Purchase kitten to refill your room.
- Sell your kittens or cats to gain fortune.
- Return your own room.
- Randomly enter other breeders' room to collect fortune.

Product Owner

- Week 1-2: Yinjie Gao,
- Week 3: Jie Lian,
- Week 4: Ruoqing Cheng,
- Week 5: Xinduo Chen

Model Design



- The implementation of the model is in the: `final-project--happy-breeder/src/happy_breeder/happy_breeder_app/models.py`

Timeline, Deadline & Task Assignment

Happy Breeder Schedule

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Product Owner:

Week 1-2: Yinjie Gao

Week 3: Jie Lian

Week 4: Ruqing Cheng

Week 5: Xinduo Chen

Design

Name	Owner	Status	Due Date	Priority	Estimated Time
Wireframes	Ruoqing Cheng, jielian	Working on it	2019-10-23	Urgent	3
Model designs	Xinduo Chen	Done	2019-10-23	Urgent	2
Functionality Specifications	Ruoqing Cheng, yinjie, jielian, Xinduo Chen	Done	2019-10-23	Urgent	2
					7

BackEnd

Name	Owner	Status	Due Date	Priority	Estimated Time
User: Login, Logout, Change Password	yinjie		2019-10-27	High	5
Send cats information	Ruoqing Cheng		2019-11-02	High	4
Auto update (cleanness, food level, health, fur amount, age)	Xinduo Chen		2019-11-02	High	20
Buy Items & cats	jielian		2019-11-02	Low	8
Response to users action & update	yinjie		2019-11-16	Medium	10
Logic on cats value & last mate time	Xinduo Chen		2019-11-16	Low	5
Logic on male & hybrid	Ruoqing Cheng		2019-11-11	Medium	5
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FrontEnd

Name	Owner	Status	Due Date	Priority	Estimated Time
Create CSS template	yinjie		2019-10-26	High	3
Icons designation	Ruoqing Cheng	Working on it	2019-10-26	Low	5
Home Page	Xinduo Chen		2019-10-27	Medium	5
Signup, Login, Logout, Change Password	jielian		2019-10-27	High	2
Static: background, house, cat	Ruoqing Cheng		2019-11-02	High	10
Dynamic: Status Bar	yinjie		2019-11-02	Low	10
Store View	Xinduo Chen		2019-11-02	Medium	5
Adopt Cat Page	Xinduo Chen		2019-11-11	Low	20
Palette	Ruoqing Cheng		2019-11-11	Low	5
Event handler	yinjie		2019-11-16	Medium	10
Interaction when using tools and items	jielian		2019-11-16	High	10
					85