Data Dictionary 1.0

Website.js

| **Data Item** | **Data Type** | **Format** | **Description** | **Example** | **Pages** | **Validation** |
| --- | --- | --- | --- | --- | --- | --- |
| username | String |  | The username which a user will set to be displayed on the stats screen | “gReg”  “21wow\*” | Sign-in/Stats |  |
| topScores | Integer (Array) | [N, N, N, N, N, N] | The scores which will be displayed on the stats screen | [12, 5, 3, 0, 0] | Stats | A value higher or equal to the current values |
| topNames | String (Array) | [X, X, X, X, X, X] | The names which will be displayed on the stats screen | [“gReg”, “21wow\*”] | Stats |  |
| timesPlayed | Integer |  | The amount of times a user has been in the “play” screen | 54 | Stats |  |
| currentId | Integer | N | The number which points to the current coulor scheme which the entire app will use | 3 | All | A value within 1-6 inclusive |
| ballCoulor | String | #XXXXXX | The coulor which the player ball will be drawn in | #000000  #ffffff | Game/Settings | A 6 digit hex number with a “#” on the front of it |
| width | Integer (Constant) |  | The width of the screen | 432 | Homescreen/  Game |  |
| height | Integer (Constant) |  | The height of the screen | 1264 | Homescreen/  Game |  |
| homeX | Float |  | The x position on the screen which the home ball is centred at | 220.2233 | Homescreen | Between size and width - size |
| homeY | Float |  | The y position on the screen which the home ball is centred at | 452.3240204 | Homescreen | Between size and height - size |
| angle | Float |  | The angle which the home ball is moving in | 54.32 | Homescreen | Between 0 and 360 |
| move | Boolean | True/False | A check if the home ball should be moving or not | true  false | Homescreen |  |
| sfx | HTML element (audio) |  | Used to play the sound effects present across the app |  | All |  |
| music | HTML element (audio) |  | Used to play the music present across the app |  | All |  |

Note: Byte size is decided by Javascript.

Gameplay.js

| **Data Item** | **Data Type** | **Format** | **Description** | **Example** | **Function** | **Validation** |
| --- | --- | --- | --- | --- | --- | --- |
| gameOn | Boolean | True/False | A check for if the game is currently running or not | false  true | All |  |
| defaultBeta | Float | NNN.N | The starting orientation of the users’ phone, around which y information will be obtained | 153.2313 | Orientation/  Momentum | Between -180 (inclusive) and 180 (exclusive) |
| defaultGamma | Float | NNN.N | The starting orientation of the users’ phone, around which y information will be obtained | -54.332434 | Orientation/  Momentum | Between -180 (inclusive) and 180 (exclusive) |
| xMomentum | Float |  | The current x speed that the player is moving | 32.727182 | Momentum/  Graphics |  |
| yMomentum | Float |  | The current x speed that the player is moving | 32.727182 | Momentum/  Graphics |  |
| xBall | Float |  | The x position on the screen which the ball is centred at | 220.2233 | Graphics/  Collision | Between size and width - size |
| yBall | Float |  | The y position on the screen which the ball is centred at | 452.3240204 | Graphics/  Collision | Between size and height - size |
| score | Integer |  | The current level which the player is on | 4 | Out of game |  |
| size | Integer | NN | The size around which all drawn elements will be based | 30 | Graphics | An integer within 20-50 inclusive |
| xSave | Float |  | Saves current xBall in order to push the ball away from walls | 220.2233 | Collision | Set to current xBall |
| ySave | Float |  | Saves current yBall in order to push the ball away from walls | 452.3240204 | Collision | Set to current yBall |
| calibrate | Boolean | True/False | A check to see if the default orientation data needs to be updated | true  false | Orientation |  |
| hitOn | Boolean | True/False | A check to prevent repeated sound effects when hitting a wall or the screen edges | true  false | Collision |  |
| obstacles | String | #XXXXXX | The coulor that the obstacles will be set to, based on the current theme | #000000  #ffffff | Graphics | A 6 digit hex number with a “#” on the front of it |
| diamond | String (Array) | [“N,N”, “N,N”] | The coordinate information of each diamond obstacle | “44.35,62.24” | Generation/  Graphics/  Collision | Doesn’t overlap ball or goal |
| wall | String (Array) | [“N,N,N”, ’N,N,N”] | The coordinate and angle information of each wall obstacle | “65.231,102.43,0”  “72.233,120.12,90” | Generation/  Graphics/  Collision | Doesn’t overlap ball or goal  Angle is only 0 or 90 |
| mine | String (Array) | [“N,N,N”, “N,N,N”] | The coordinate information of each mine obstacle  The third value is the frame count for the explosion animation | “27.9389,9.1883,11” | Generation/  Graphics/  Collision | Doesn’t overlap ball or goal  Frame is between 0-11 |
| diaMove | String (Array) | [“N,N,N,N”, “N,N,N,N]” | The coordinate information of each moving diamond obstacle  The third value is the percent along the track the diamond is, and the fourth is the direction it is travelling | “39.243,102.3213,43,-1” | Generation/  Graphics/  Collision | Doesn’t overlap ball or goal  Percent is between 0-100, direction is 1 or -1 |
| track | String (Array) | [“N,N,N,N”, “N,N,N,N]” | The 2-point coordinate information of each track obstacle | “39.243,102.3213,103.232,90.213” | Generation/  Graphics/  Collision | Doesn’t overlap ball or goal |

Note: Byte size is decided by Javascript.