

Baguette Grabbers

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Framework:

Foundation

Roles

Tyler: Project Manager

William: Front end

Ethan: Back end

Jiong Hao: Back end

APIs Used

Deck of Cards API-create games that requires the usage of a deck of cards (Blackjack)

Sudoku API-use a template of sudoku games for one of our minigames

Diceful API-create games that requires the usage of dice (Dice rolling, Craps)

Core Functionality:

A site where a user can play many different games, such as blackjack, roulette, broccoli clicker, craps, dice roller, and sudoku. Roulette, blackjack, craps, and dice roller will cost coins to play. A user can gain coins by logging in everyday, playing broccoli clicker, or winning a sudoku puzzle. A timestamp will be used to keep track of when a user logs on, which will determine if they can claim their daily reward.

Databases

Users

id	username	password	coins	streak	timeStmp	farmLvl
Integer	Text	Text	Integer	Integer	Text	Integer

- Information used to keep track of accounts
- Stores a user's username and password
- Coins will be a user's amount of money they can spend on games
- Streak is used to keep track of how many consecutive days a user's logs in
- timeStmp is the date of the last login, which is used to determine a streak
- farmLvl is the level of the farm to generate free coins

Front End

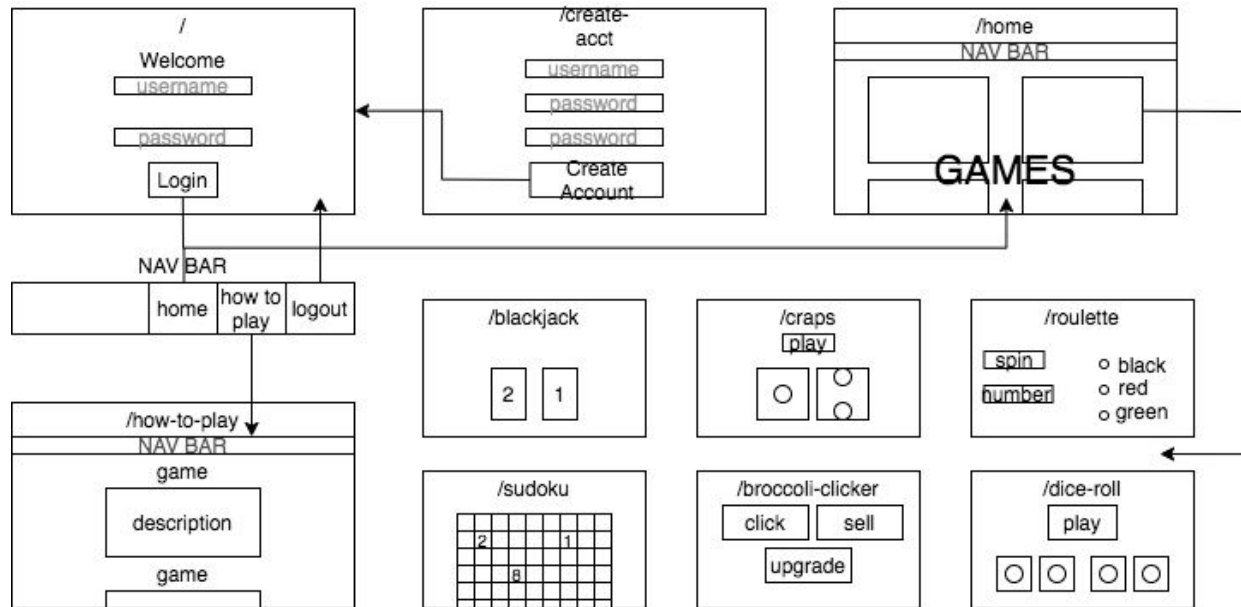
- **index.html**
 - Landing page
 - Buttons for register or login
- **login.html**
 - Form for login
 - Redirects to “/home” when login is successful and “/login” when not
 - Redirects to “/register” if user wants to create account
- **register.html**
 - For for creating account
 - Redirects to “/” when account is successfully created, else flashes error messages
- **homepage.html**
 - Home screen that users always return to when they want to view the list of games.
- **bjStart.html**
 - Start page for blackjack to place a wager
 - Redirects to “/blackjack”
- **blackjack.html**
 - Page to play blackjack
 - Can hit, stand, play again, or change wager
- **craps.html**
 - Page to play craps
 - Rolling dice game
- **dice.html**
 - Page to a simple dice game
 - Button to place wager, change wager, and roll
- **makeItRain.html**
 - Page to play a simple clicker game
 - Buttons to grow broccoli, sell broccoli, and upgrade farm to produce
- **sudoku.html**
 - Page to play sudoku
 - Button to check the board
- **wheel.html**
 - Page for a simple roulette game
 - Buttons to bet on a color and get a random number and color combo

Back End:

- **app.py**
 - “/”: renders landing page
 - “/login”: renders login page

- **“/register”**: renders register page
- **“/auth”**: handles register, login, updating info, and redirects to the correct pages
- **“/logout”**: logout and redirects to “/”
- **“/home”**: renders homepage
- **“/howToPlay”**: renders how to play page
- **“/blackjack”**: renders blackjack page
- **“/loadDeck”**: starts the blackjack game and redirects to “/blackjack”
- **“/blackjack/hit”**: handles when a user hits in blackjack and redirects to “/blackjack”
- **“/blackjack/stand”**: handles when a user stands in blackjack and redirects to “/blackjack”
- **“/blackjack/reset”**: resets the game and redirects to “/blackjack”
- **“/blackjack/bjstart”**: renders bjstart page
- **“/wheel”**: renders wheel page
- **“/roulette/change”**: handles when a user wins the roulette
- **“/craps”**: renders craps page
- **“/blackjack/changeWager”**: handles when a user changes wager for blackjack and redirects to “/blackjack”
- **“/makeItRain”**: renders makeItRain page
- **“/sell”**: handles when user sells broccoli
- **“/upgrade”**: handles when user upgrades broccoli farm
- **“/dice”**: renders dice page
- **“/dice/roll”**: handles when user rolls the dice and renders dice page
- **“/dice/setWager”**: sets the wager for dice game and renders dice page
- **“/sudoku”**: renders sudoku page
- **“/sudoku/completed”**: adds coins to database and redirects to “/sudoku”

Site Map



Component Map

