

## **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

Info

gameName	description	howTo	image
Text	Text	Text	Text

- gameName is the name of the game
- Description stores a brief description of the game
- howTo stores instructions to play the game
- Image is an image of the game

## Front End

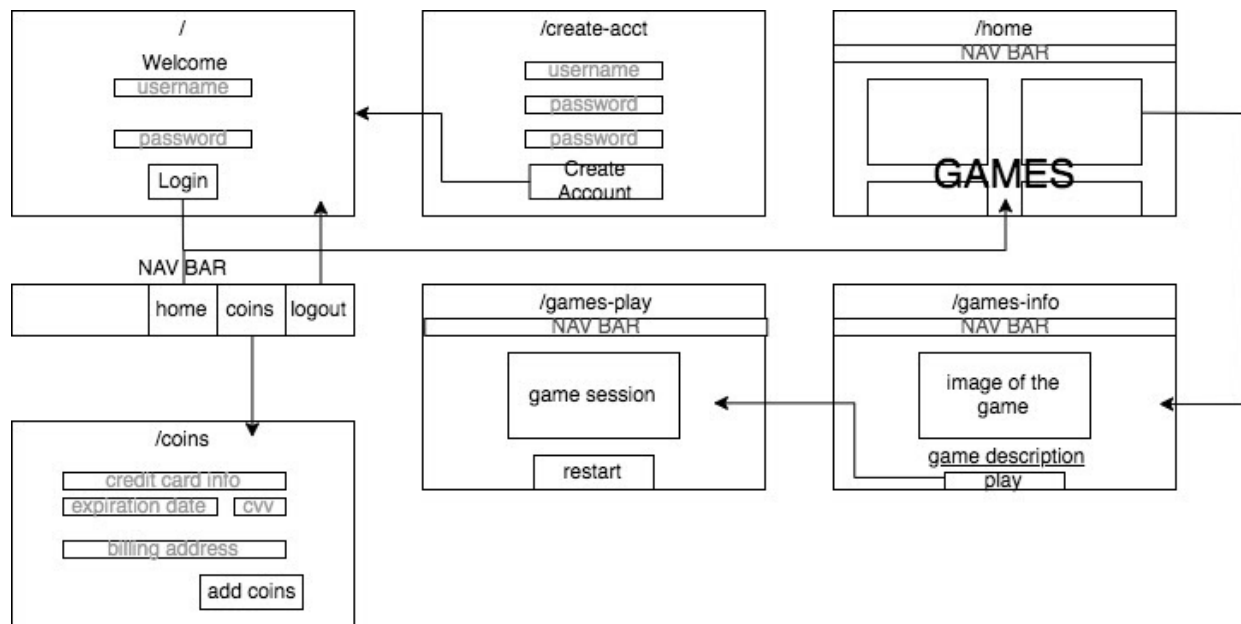
- **index.html**
  - Landing page
  - Buttons for register or login
- **login.html**
  - Form for login
  - Redirects to “/home” when login is successful and “/login” when not
  - Redirects to “/register” if user wants to create account
- **register.html**
  - For for creating account
  - Redirects to “/” 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
- **games-info.html**
  - Contains game description, which is unique for each game, as well as directions on how to play

## Back End:

- **app.py**
  - **"/**: renders landing page
  - **"/login"**: renders login page
  - **"/register"**: renders register page
  - **"/update"**: renders a page to update info
  - **"/auth"**: handles register, login, updating info, and redirects to the correct pages
  - **"/logout"**: logout and redirects to **"/**
  - **"/home"**: renders homepage
  - **"/about"**: renders how to use 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

## Site Map



## Component Map

