

PROJECT 2

Pd 9 | Team zeroish

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WHAT DOES IT DO?

We are coding tetris, a tile-matching puzzle video game and implementing a facebook api so users can connect to facebook friends also playing the tetris game. Users will be able to see their facebook friends' high scores as well as the site's highest scores and compete to make it to leaderboards. If we finish tetris early, we plan on implementing other classical games as well such as minesweeper and implementing the spotify API to listen to play music in the background if we have time.

OUR APIs

- Facebook API (uses OAuth)
 - Necessary to share scores with friends, and useful for easy logins & friend finding

FILES

Root

- main.py
 - Flask routing and main py file

Utils/

- login.py
 - Handles account creation, authentication and the Facebook API
- database.py
 - Handles database utilities

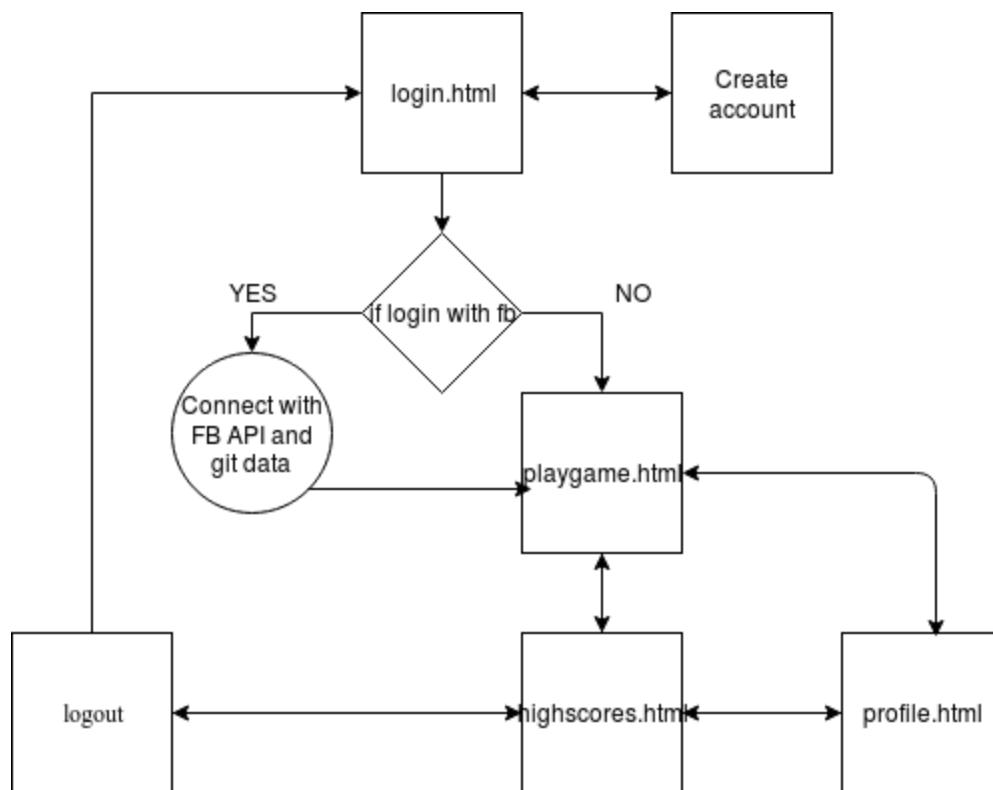
Templates/

- highscores.html
 - Global high scores & facebook friends' high scores
 - Add friends and see their highscores (if user did not use Facebook authentication)
- playgame.html
 - To play a game of tetris (this one uses the most JS by far)
 - Buttons to play again and pause.
- login.html
 - Login page (with an option to log into Facebook)
- createacct.html

- For account creation (with an option to log into Facebook)
- profile.html
 - Has user settings, scores, & password changes
 - Request info from Facebook api to automatically setup profile.

SITEMAP

*The NavBar will connect playgame.html, profile.html, and highscores.html



DATABASE SCHEMA

Database	Values
Users	PRIMARY KEY TEXT username, TEXT hashed_pass, INTEGER highscore
Highscores (stores only 100 entries)	PRIMARY KEY INTEGER rank, TEXT username, INTEGER score

*For the highscores, we will only store the top 100 entries and we will insert the data using binary insertion sort.

TASK ASSIGNMENTS

Cynthia: API stuff

Ishtiaque: Database + Javascript + Front End

Adeebur: Project manager, Javascript

Jake: Javascript for tetris

Everyone: Reluctantly, front end