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SoftDev6
Project 5 - Fin
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# Exploding Kittens

## Description:

Exploding Kittens card game! Players take turns putting down cards/drawing cards.
Your turn does not end until you draw a card.

- Exploding Kitten: if you draw this card, you explode and you are out of the game.
- Diffuse: you can use this card to diffuse an exploding kitten and put it back in the deck anywhere you want.
- See the Future: you can look at the next three cards in the deck
- Shuffle: you can shuffle the deck
- Draw from Bottom: draw from the bottom of the deck
- Steal a card: take a card from the other player
- Skip: end one of your turns without drawing a card
- Slap: end your turn and the other player must draw the amount of cards equal to the number of slaps accumulated
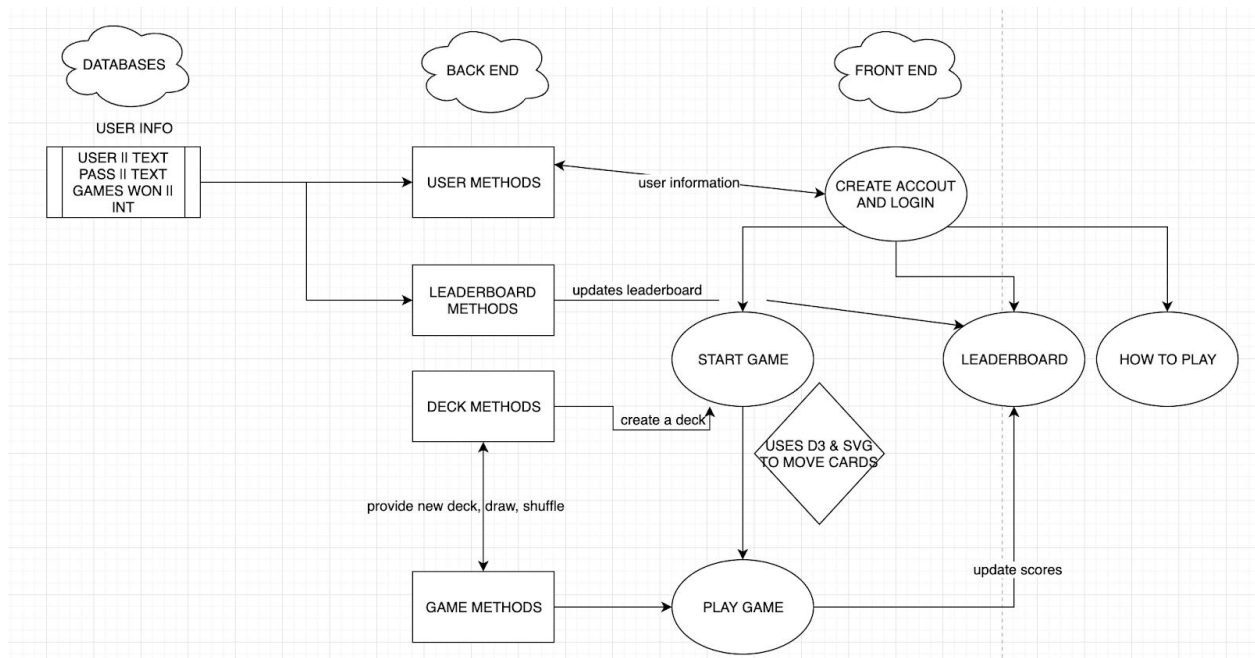
## Functionality

Javascript
- Canvas
  - animation for distributing 7 cards to the user and the computer
  - animation for drawing and placing cards
- D3
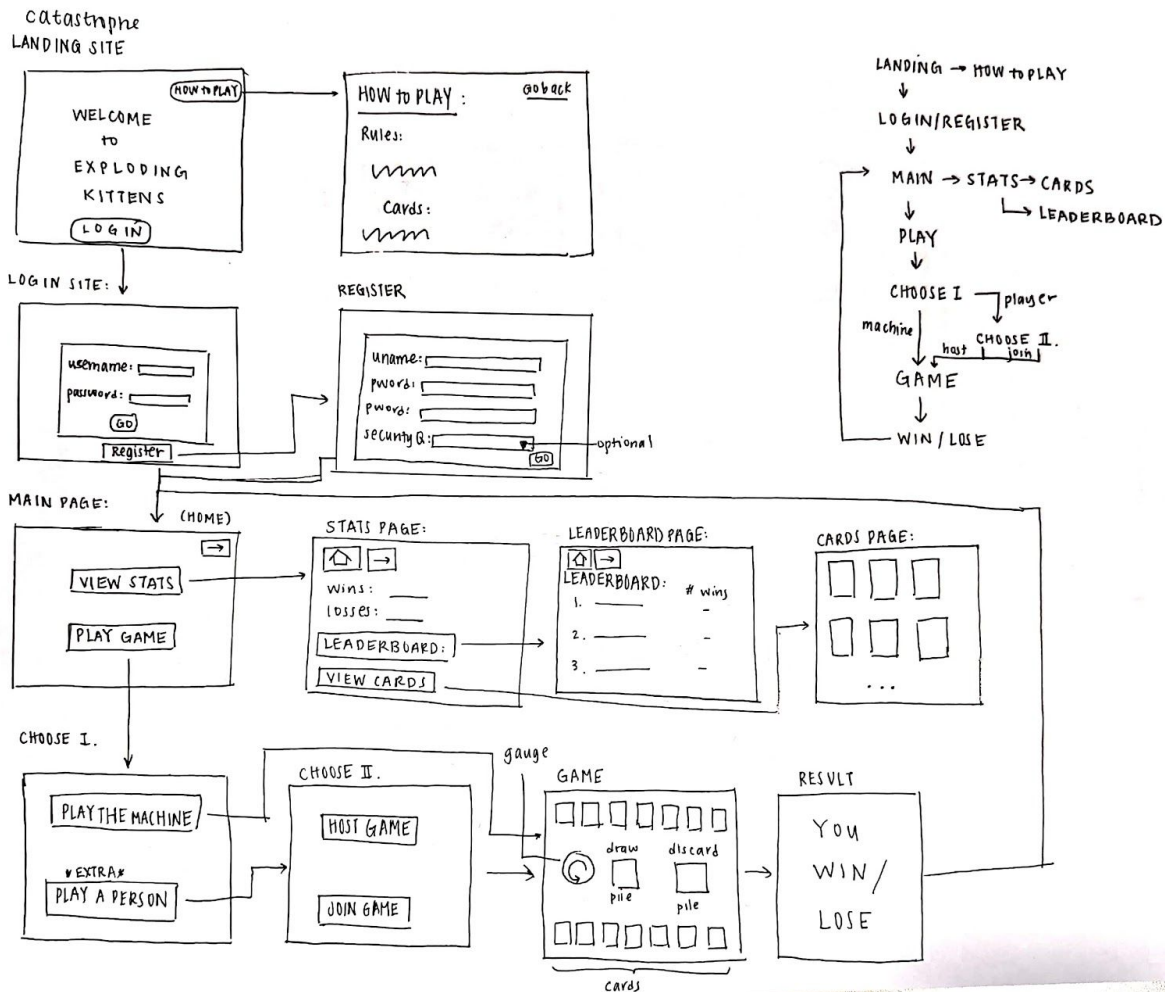  - Gauge showing the current chance of drawing an exploding kitten

Database
- Username and password
- Leaderboards (keeping track of wins and losses)

# Components Map (including database)

DATABASES

BACK END

FRONT END

USER INFO

| USER II TEXT |
| PASS II TEXT |
| GAMES WON II |
| INT |

USER METHODS

— user information —

CREATE ACCOUT AND LOGIN

LEADERBOARD METHODS

— updates leaderboard

START GAME

LEADERBOARD

HOW TO PLAY

DECK METHODS

create a deck

USES D3 & SVG TO MOVE CARDS

provide new deck, draw, shuffle

update scores

GAME METHODS

PLAY GAME

# Site Map

catastrophe
LANDING SITE

HOW to PLAY

WELCOME
to
EXPLODING
KITTENS

LOGIN

HOW to PLAY :          Go back

Rules:

Cards:

LOGIN SITE:

REGISTER

username: ▢
password: ▢
GO
Register

uname: ▢
pword: ▢
pword: ▢
security Q: ▢ ▼          optional
GO

LANDING → HOW to PLAY
↓
LOGIN/REGISTER
↓
MAIN → STATS → CARDS
↓            ↳ LEADERBOARD
PLAY
↓
CHOOSE I ─┐ player
machine   ↓
          host ┌ CHOOSE II.
               └ join
GAME
↓
WIN / LOSE

MAIN PAGE:

(HOME)

VIEW STATS

PLAY GAME

STATS PAGE:
⌂ →
Wins: ___
losses: ___
LEADERBOARD:
VIEW CARDS

LEADERBOARD PAGE:
⌂ →
LEADERBOARD:          # wins
1. ___          —
2. ___          —
3. ___          —

CARDS PAGE:
▢ ▢ ▢
▢ ▢ ▢
. . .

CHOOSE I.

CHOOSE II.

gauge

GAME

RESULT

PLAY THE MACHINE

✶EXTRA✶
PLAY A PERSON

HOST GAME

JOIN GAME

draw     discard
pile       pile

cards

YOU
WIN /
LOSE

# Team Roles

Karen Li
- Animation
- Game mechanics

Alex Liu
- Project manager aka 'big boss'
- Database

Michelle Tang
- Game mechanics
- CSS
- Database

Maggie Zhao
- Program the opponent
- D3 (gauge)


**Timeline** *Due By Dates (so at the end of the specified day)*
- ❏ 05/07/2019: Idea
- ❏ 05/08/2019: Register
- ❏ 05/10/2019: Design Doc
- ❏ 05/12/2019: *Sunday*
    - ❏ Finish Account Creation & README
    - ❏ Scan card images
    - ❏ Move cards
    - ❏ The Gauge <- can be extended
- ❏ 05/16/2019: *Thursday*
    - ❏ Work on fixing navbar and CSS
    - ❏ The Gauge (definitely by then)
    - ❏ Creating randomized hands for players and computers (need to keep track of the hand)
- ❏ 05/18/2019: *Sunday*
    - ❏ Starting on card actions/ effects
    - ❏ Starting on computer response
    - ❏ How to Play Page
- ❏ 05/23/2019: *Thursday*
    - ❏ Finish card actions/ effects
    - ❏ Finish on computer response
    - ❏ Account Statistics Page
- ❏ 05/26/2019: *Sunday*
    - ❏ LeaderBoard
    - ❏ View Cards Page
    - ❏ Working on bugs/ Catching up in case fell behind
    - ❏ Working on CSS
- ❏ 05/30/2019: *Thursday*
    - ❏ Catching up/ Working on extras
    - ❏ Finishing Touches




Overview of Components:

Extras:
- Sockets to play with other people (2-4 ppl)
- Timer
- Different decks
- Different computer difficulty (Baby, Medium, Hard)
- Personal Accounts Stats Page