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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)

Front End
- Bootstrap framework for front-end aesthetics because the group is collectively most familiar with it, and it's more compatible with Font Awesome (Foundation has their own icon font)
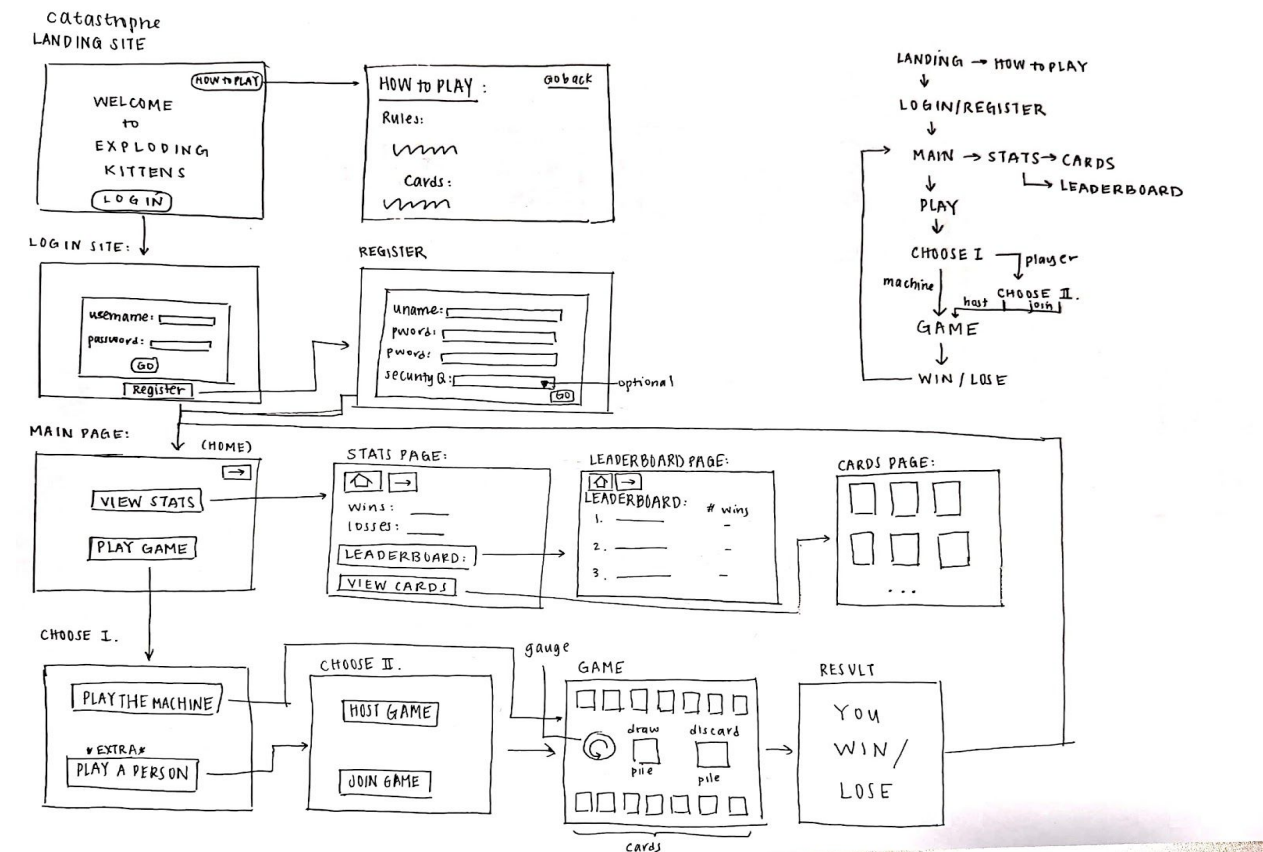
Components Map (including database)
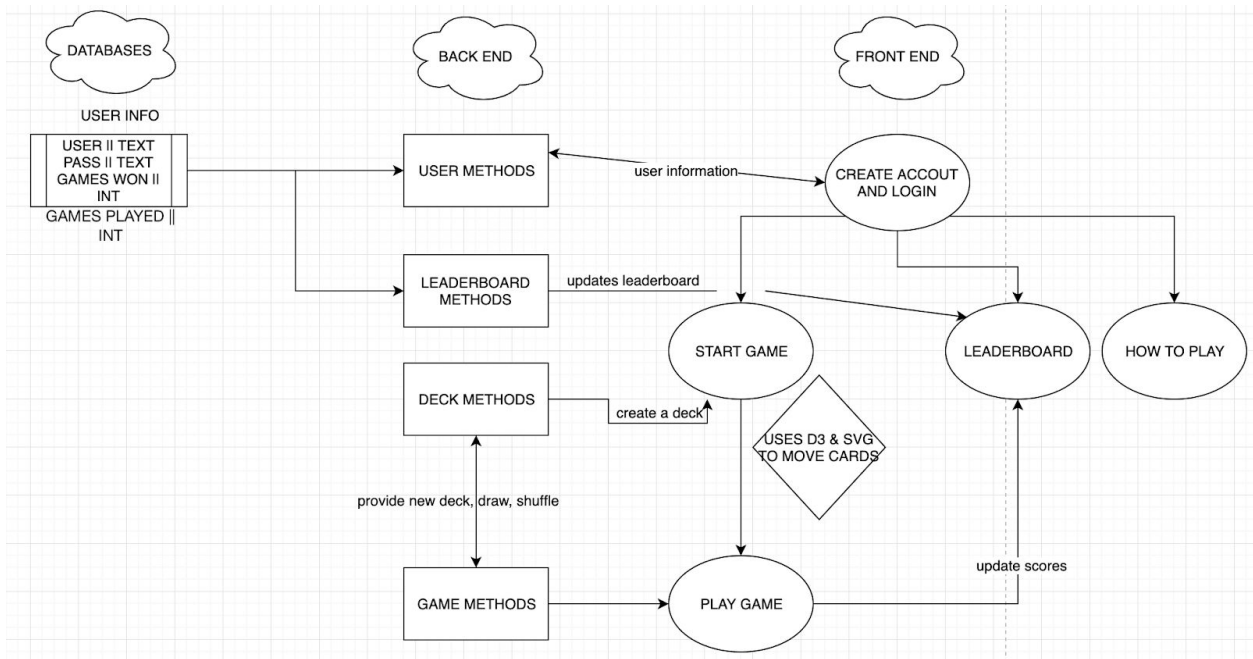
Database Schema

USER INFO	
USER	TEXT (PRIMARY)
PASSWORD	TEXT
GAMES PLAYED	INT
GAMES WON	INT

Site Map

catastrphe
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   CHOOSE II.
↓   host   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

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