DESIGN DOCUMENT CHANGES

Database Schema:

      Accounts: username TEXT NOT NULL, password TEXT NOT NULL, money INTEGER, level INTEGER, exp INTEGER, events_completed INTEGER, hp INTEGER, userID INTEGER PRIMARY KEY autoincrement

      Events: events (goalID INTEGER PRIMARY KEY autoincrement, userID INTEGER, todo INTEGER, habit INTEGER, goal INTEGER, content TEXT NOT NULL

      Inventory: userID INTEGER, image TEXT NOT NULL, item TEXT NOT NULL, health INTEGER, atk INTEGER, atkspeed INTEGER, speed INTEGER, def INTEGER, int INTEGER

      Shop: userID INTEGER, item TEXT NOT NULL, hp INTEGER, atk INTEGER, atkspeed INTEGER, speed INTEGER, def INTEGER, int INTEGER, price INTEGER

      userSuggested: goalID INTEGER PRIMARY KEY autoincrement, userID INTEGER, todo INTEGER, habit INTEGER, goal INTEGER, content TEXT NOT NULL

Python:

App.py

      home()[route:"/"]
      newtodo()[route:"/newtodo"]
      newhabit()[route:"/newhabit"]
      newgoal()[route:"/newgoal"]
      buy()[route:"/buy"]
      complete()[route:"/complete"]
      authenticate()[route:"/authenticate"]
      logout()[route:"/logout"]

Working Features:

- Nicely styled and formatted webpage
- Tabs that use ajax calls to avoid constant refreshing of page
- Working leaderboard with multiple sorts implemented
- Profile bar featuring user's avatar, health, exp bar, user-label, and level-label
- Click on the user avatar to see the player's stats
- Task tab allows user to add new tasks and remove old ones
- Purchase equipment from the store. The store updates with new/random equipment upon refresh
- Inventory contains user purchases

Features that didn't work and minor issues:

- Exp bar does not update
- Browser incompatibility (some features work in one browser but not the other - task works on Firefox and leaderboard works on Chrome)
- Store purchases do not appear in inventory
- Workshop does not work as intended

Test Account:
Username: issac
Password: kim