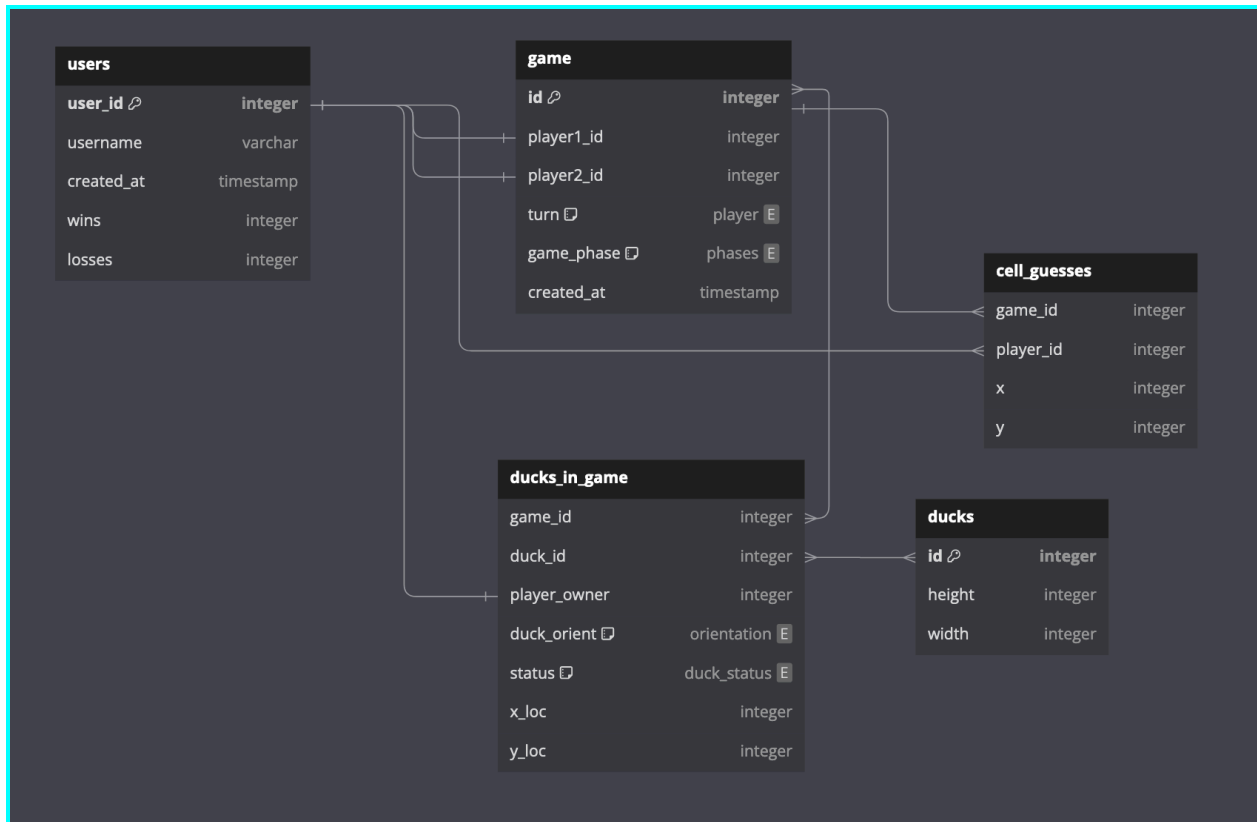


Databases:



DBML:

```
Table users {
  user_id integer [primary key]
  username varchar
  created_at timestamp
  wins integer
  losses integer
}

enum player {
  player1
  player2
}

enum phases {
  placement
  guessing
  end
}
```

```

Table game {
  id integer [primary key]
  player1_id integer
  player2_id integer
  //ducks list // many-to-many through field (django)
  turn player
  game_phase phases
  created_at timestamp
}

Table cell_guesses {
  game_id integer
  player_id integer // player that performed the guess
  x integer
  y integer
}

enum orientation {
  N
  E
  W
  S
}

enum duck_status {
  alive
  dead
}

// Note that in django, this will mostly likely
// use a through model (many-to-many)
Table ducks_in_game {
  game_id integer
  duck_id integer
  player_owner integer
  duck_orient orientation
  status duck_status
  x_loc integer // x_loc + ducks.height/width < game_grid.width
  y_loc integer
}

Table ducks {

```

```
id integer [primary key]
height integer
width integer
}

Ref: users.user_id - game.player1_id

Ref: users.user_id - game.player2_id

Ref: game.id <> ducks_in_game.game_id

Ref: ducks_in_game.duck_id <> ducks.id

Ref: ducks_in_game.player_owner - users.user_id

Ref: users.user_id < cell_guesses.player_id


Ref: game.id < cell_guesses.game_id
```

UI Wireframe:
Login Page

War of the Ducks

Continue with Google


Use Google to authenticate with this app.



Google

By clicking continue, you agree to our [Terms of Service](#) and [Privacy Policy](#)

Home Page



War of the Ducks

Place your ducks and sink the enemy.

Create Room

Find Room

Leaderboard

Options

Game Pages:

PLACEMENT PHASE

WAR OF THE DUCKS

Logout

TIMER: 1:00

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| 15x15 | grid | | | | | | | | |
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Ducks

Player 1 (W/L) vs. Player 2 (W/L)

Leaderboard

Chat Window

Enter Message...

Send

RANDOM

READY

[illegible]