

Python Promethazine

Justin Chen: HTML/Bootstrap

Alex Olteanu: Database/Python -- Setting up the pokemon/pages

Alex Thompson: API/Python -- Getting data from the API

David Wang: PM, works on whatever is needed, JS

Front End Framework: Bootstrap

Topic: Pokemon Showdown

Description (for now):

- A game that's similar to Showdown. Users can build their own team or use a preexisting one and fight the computer in Pokemon battles. We will build a bare version and add features as necessary.
- Limited to Gen 1 Pokemon
- No items/abilities/STAB

APIs:

- Pokemon API

Front End:

1. base.html
 - a. Template page
2. landing.html
 - a. First webpage user sees when they enter the site
 - b. Options for log-in and register
3. login.html
4. register.html
 - a. Only if the user needs to register
5. home.html
 - a. User is brought to this page after the user logs in or registers
 - b. Options to battle or build teams
6. build.html
 - a. Team creator page
 - b. Go back to home button when done creating teams
7. battle.html
 - a. Local 2 player battle
 - b. Uses saved teams or randomly generates one depending on user selection (per player)
 - c. Go back to home button when battle completes

Back End:

1. Database

a. Table: credentials

Username (Text)	Password (Text)
example	example
username	password

b. Table: teams

- i. 1 table per user, named after username
- ii. Every consecutive 6 pokemon is 1 team

Pokemon (Text)	Move 1 (Text)	Move 2 (Text)	Move 3 (Text)	Move 4 (Text)
bulbasaur	tackle	growl	vine whip	growth

2. app.py

a. /

- i. renders home.html if logged in, else landing.html

b. /login

- i. renders login.html
- ii. redirect to /

c. /register

- i. renders register.html
- ii. redirect to /

d. /build

- i. renders build.html

e. /battle

- i. renders battle.html

f. /logout

- i. redirects to /
- ii. removes user from session

g. /auth

- i. checks if user is in session, unviewable to user

3. Functions

a. login()

- i. param: username
- ii. param: password

b. register()

- i. param: username
- ii. param: password
- iii. All usernames must be unique

c. login()

- i. Renders home.html

d. auth()

- i. param: username
- ii. Checks if user is in session

e. battle()

- i. param: team1
- ii. param: team2
- iii. Renders battle.html

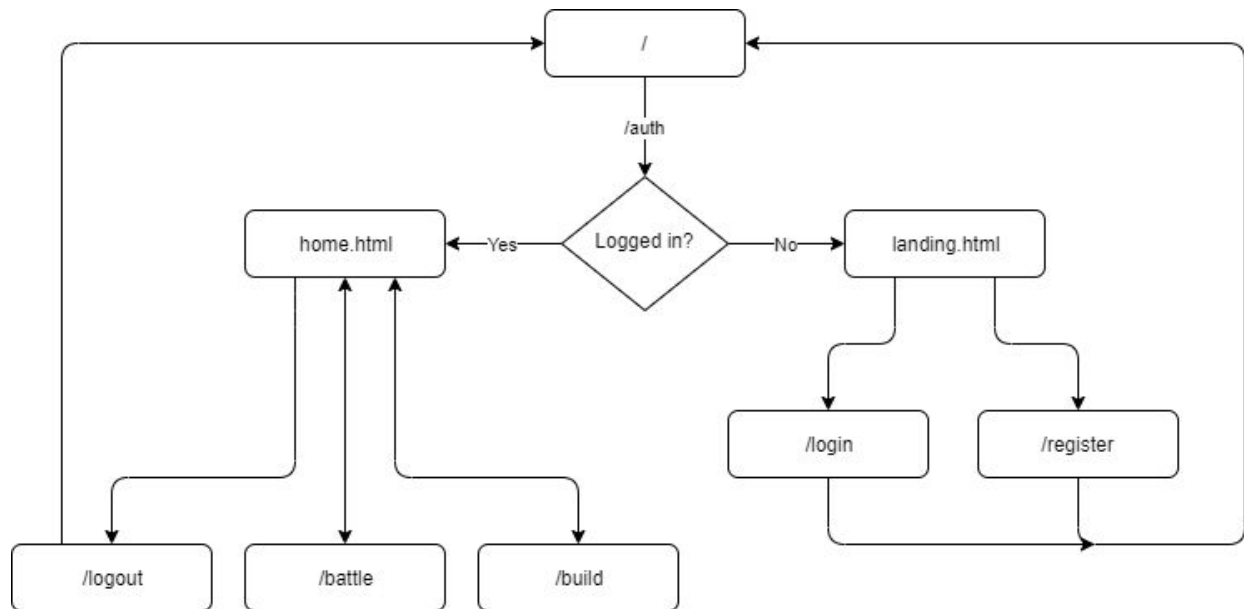
f. build()

- i. Param: username
- ii. Renders team.html

g. logout()

- i. Remove user from session
- ii. Render landing.html

Site Map:



Component Map:

