

TARGET SHIP DATE: 2026-01-16

TNPG: DuckieWarriors

Team Members: Cody, James, William (PM)

Front End Framework: Tailwind

Vision Statement:

A fun take on getting recipes: you get to earn "Earn your dinner." Duck Sweeper gamifies the cooking experience. We are building a platform where users play a logic game (Minesweeper) to unlock secret culinary recipes. You don't just eat your dinner, you win it; I'd rather earn it.

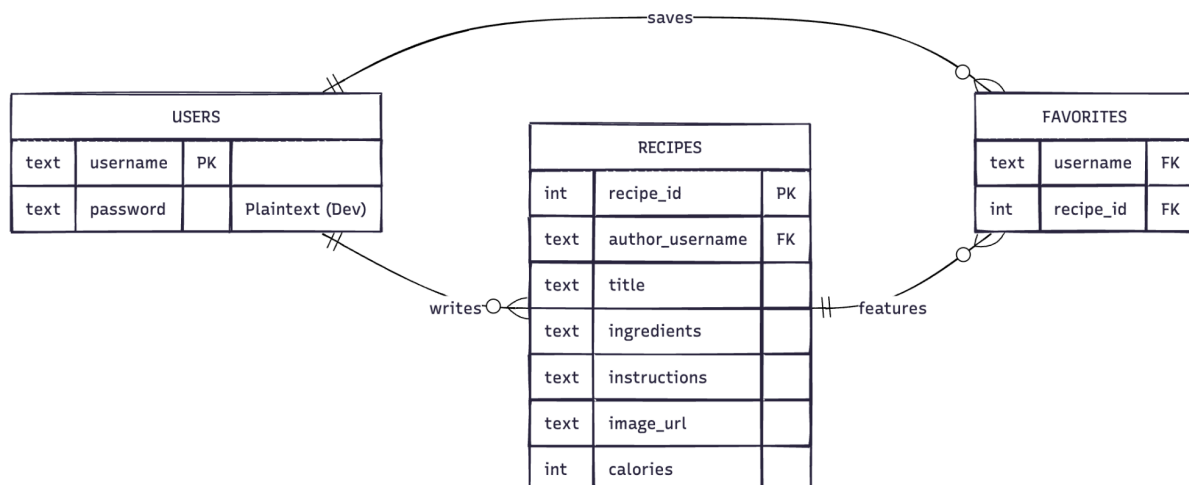
Program Components:

- **Backend:** Python & Flask (manages sessions, routing, and logic).
- **Database:** SQLite3 (simple, file-based storage).
- **Frontend (Hybrid utilizing Tailwind and Foundations):**
- **Game Logic:** *minesweeper.js* (No APIs used for this project).

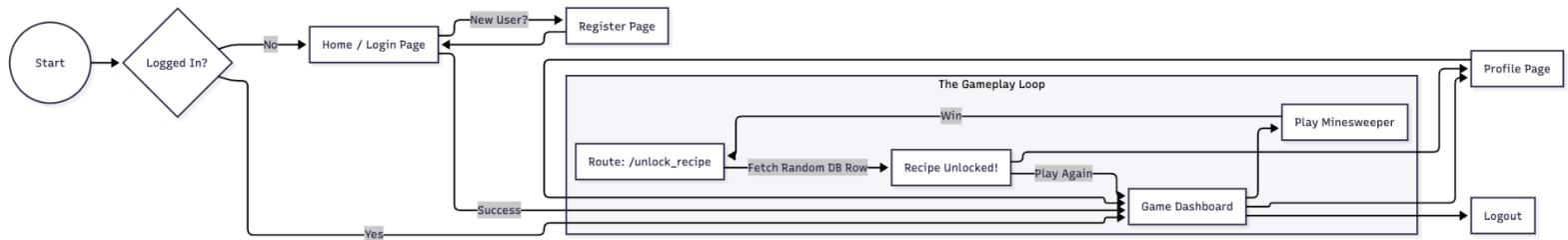
System Architecture:

DataBase Schema:

What is initialized on *build_db.py*

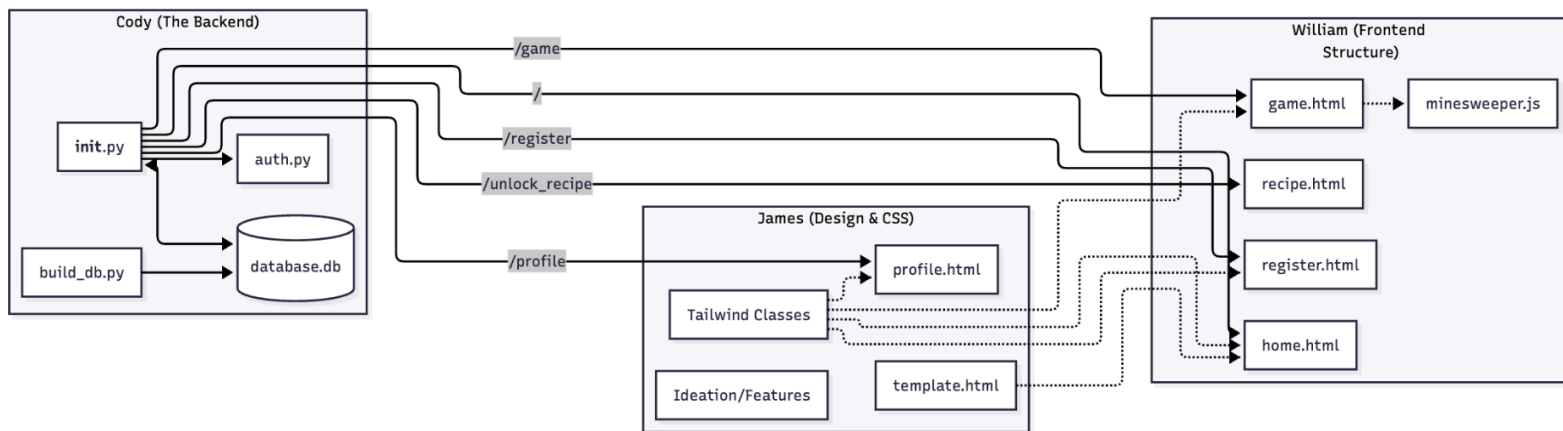


Site Map:



What is initialized on `__init__.py`

Component Map:



Ideal Work Distribution:

Code (Backend)

- Routing: Implementing `__init__.py` with Flask routing for every html file and session management with register and login.
- Data: Implementing `build_db.py` with database schema and data seeding.

William (Frontend Lead & PM)

- Game Logic: Owns minesweeper.js (grid generation, win detection, redirect triggers).
- Structure: Manages the HTML skeletons for home.html, game.html, and recipe.html.

James (Visual)

- Styling: Handles Tailwind CSS integration (the orange/green themes) and responsiveness.
- Profile Page: Owns profile.html design and implementation.
- Ideation: Designs the "Recipe Unlocked" reward visuals and error feedbacks.