Silly Billy Likes Willy: Selena Ho, Wanying Li, Vivian Teo, Anthony Sun
Project #5

Ship Date: 6/13/23

General Idea:
This is a two player game using websockets (dynamic page updating without refreshing) where each player controls a bird using arrow keys. The goal of the game is for the player's bird to poop on the other player's bird. The birds naturally fall down with gravity and players can make the bird stay up in the air by flapping with the up arrow. If birds exceed the top of the screen, they reappear at the bottom, and vice versa (like in Pac-Man). This does not happen with the poop to allow for the potential to outmaneuver one's opponent. Left and right arrows make the birds move left and right, respectively. Pressing the down key makes the bird poop vertically downward. There's a cooldown, limiting how often each bird can poop. We're still deciding on whether the winner is decided by first to a certain amount of poops landed on the other bird or whether it's most poops within a timeframe. Birds and people (stretch goal) are animated (2-4 images/sprites).

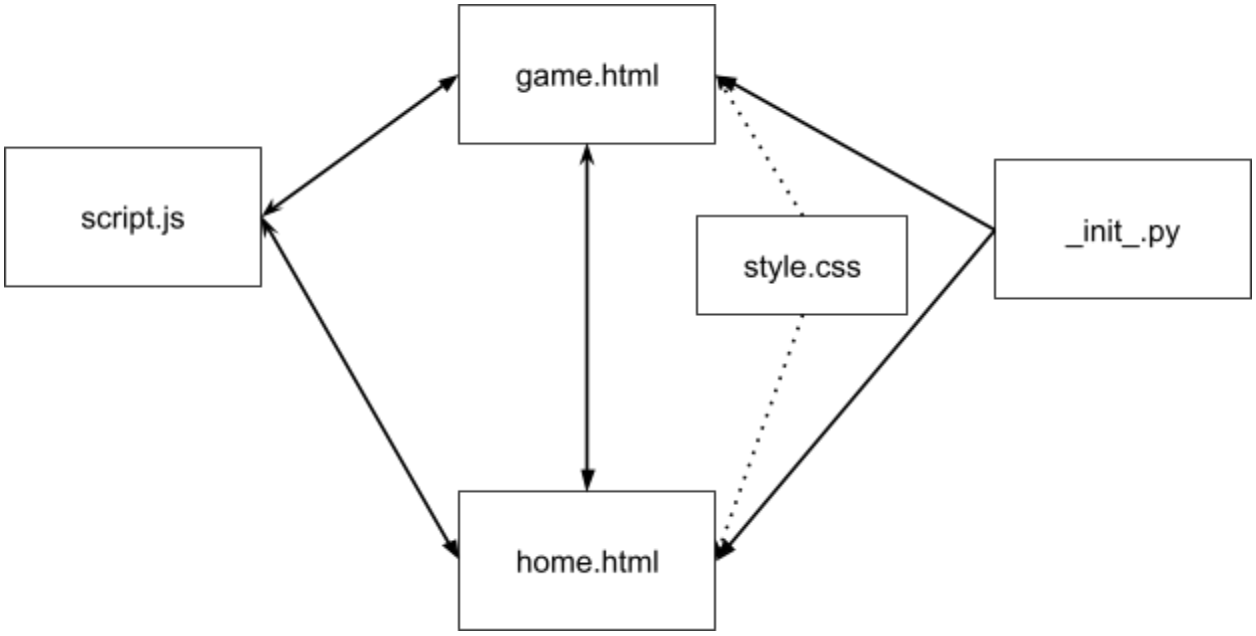
Name: Flappy Turd

Component Map:
game.html - where the 2 players play the poopy game. Display game using <canvas> element
home.html - first page user comes across, can join a game/start a new game on this page and navigate to game.html (where you play the game)

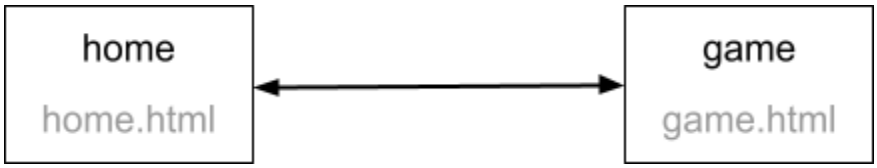
- Starting a new game gives the user a join code to give the other player
- Joining a game allows the user to enter a join code to join an existing game
- User manual allows the user to learn how to play the game

script.js - connects to websockets, sends data to the server, check when user poops (clicks keys)
style.css - make home.html and game.html pretty
__init__.py - run flask app

Component Map:



Site Map:



Stretch Goals:

- Add music
- Add a gamemode to poop on humans walking below
- Add a settings page (settings.html) to control volume, music, gamemode

Breakdown of Tasks:

- Selena: Integrate websockets into gameplay
- Wanying: Create game room system, home.html frontend
- Anthony: Integrate websockets into gameplay
- Vivian: Draw sprites and animate birds on canvas element, create controls for birds, populate canvas with background elements, like ground, sky, clouds, trees
- All: Learn websockets

Frontend Framework: Bootstrap (more comfortable with bootystrappy)

APIs used: None :)