Baked Hot Cheetos

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SoftDev1 pd8
Project02-- The Final One
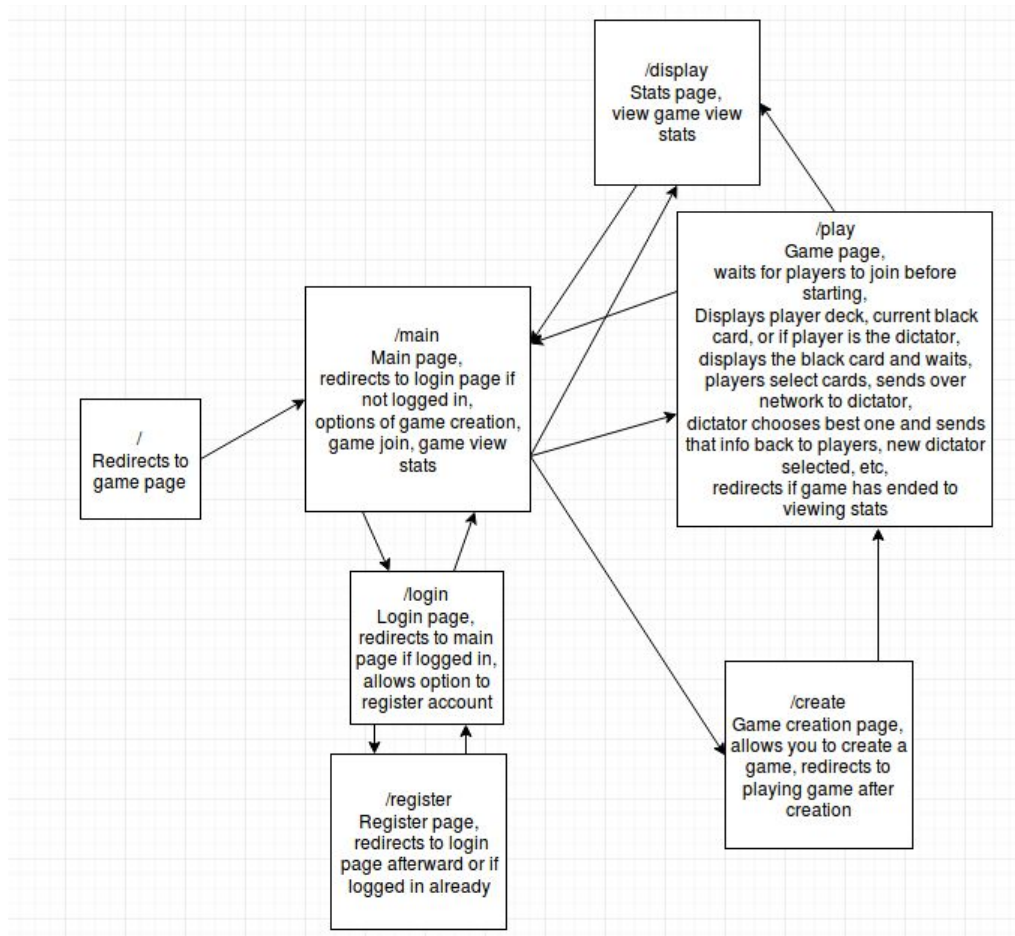2017-12-22

Description

An online Cards Against Humanity simulator. Multiple people play at the same time (on the same computer but different tabs for different players at first). Includes leaderboard for current game.
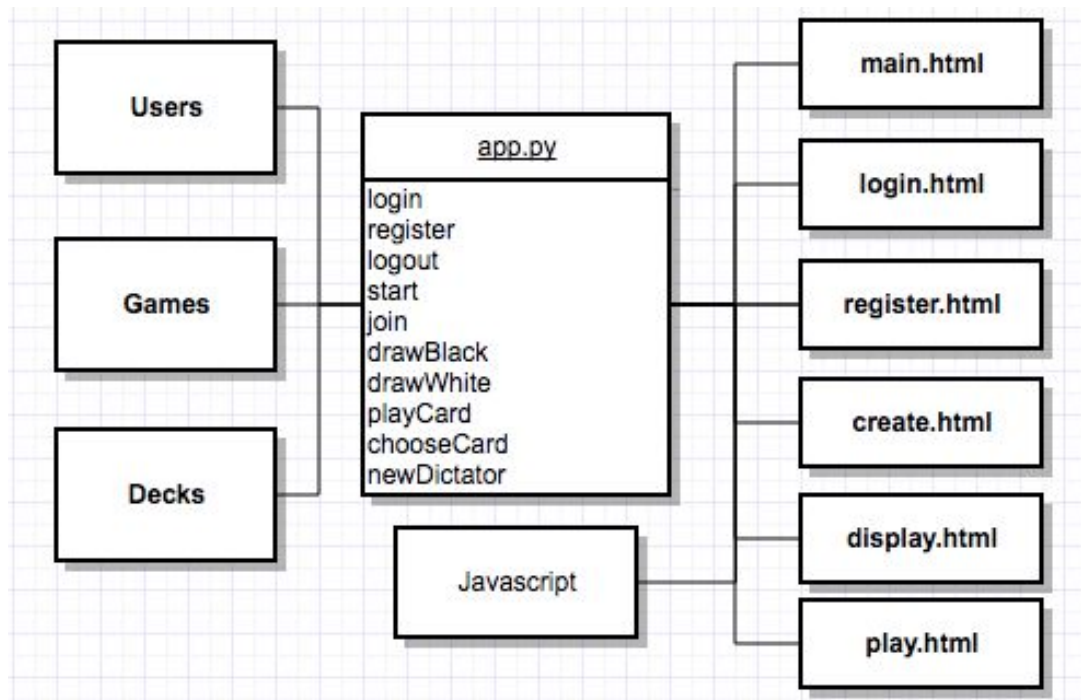
Components

1. app.py
    a. login(): checks for incorrect combinations, flashes message accordingly
    b. register(): checks for bad combinations, already taken usernames, non matching passwords, flashes message accordingly
    c. logout(): logs you out of the session
    d. start(): adds game to db; sets game id; creates new deck; deck for current user; sets to active user/dictator
    e. join(): adds player to game db of specific game id; deck for user
    f. drawBlack(): draw black card
    g. drawWhite(): draw white card; add to user deck
    h. playCard(): adds card to cards on board
    i. chooseCard(): active player/dictator chooses winning card for round; update scores
    j. newDictator(): changes the dictator to new player
2. Javascript
    a. Clicking cards
    b. Choosing winner when dictator
    c. etc
3. HTML (refer to sitemap)
4. CSS
    a. Foundation

Site Map

- main.html: logout option, list of joinable games, list of games user is already playing, create new game version
- login.html: user authentication
- register.html: new account creation
- create.html: game customizations (maybe), name of game, password (optional), number of players, points to play to (optional)
- display.html: game stats displayed after game ends, leaderboard type
- play.html: dictator has black card, player has white cards

/display
Stats page,
view game view stats

/play
Game page,
waits for players to join before starting,
Displays player deck, current black card, or if player is the dictator,
displays the black card and waits,
players select cards, sends over network to dictator,
dictator chooses best one and sends that info back to players, new dictator selected, etc,
redirects if game has ended to viewing stats

/main
Main page,
redirects to login page if not logged in,
options of game creation, game join, game view stats

/
Redirects to game page

/login
Login page,
redirects to main page if logged in,
allows option to register account

/register
Register page,
redirects to login page afterward or if logged in already

/create
Game creation page,
allows you to create a game, redirects to playing game after creation

Component Map

Users		app.py		main.html
		login		login.html
Games		register		register.html
		logout		create.html
Decks		start		display.html
		join		play.html
		drawBlack		
		drawWhite		
		playCard		
		chooseCard		
		newDictator		
		Javascript		

Users

Games

Decks

app.py

login
register
logout
start
join
drawBlack
drawWhite
playCard
chooseCard
newDictator

Javascript

main.html

login.html

register.html

create.html

display.html

play.html

Databases

Users

User	Password
Jim	******
Bob	******

Games

Game ID	Player	Score	Active player/dictator	Cards
1	jim	5	y	a,g,s,h
1	bob	3	n	a,g,d,g
1	mark	8	n	j,f,k,l
2	sam	6	n	m,n,v,e
2	esther	2	y	p,u,w,e

Decks

Game ID	Deck White	Deck Black	Cards on board
1	L,m,n,o	p,q,r	a,b,c
2	s,t,u,v	w,x,y	d,e,f

Stages of Development

1. Set up log in/ sign-up
2. Set up database stuff for log in/ sign out
3. Make main page
4. Set up database for cards/ keeping track of scores and players
5. Make methods to get cards/ draw cards/ select cards
6. Set up make game/ join game function (with a game code?)
7. Set up score tracking

Roles:

Project Manager: Connie
Front end: Connie
Backend: Henry
Databases: Bermet

Research:
https://github.com/websockets/ws