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SoftDev1 pd6
P02 -- The End
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Poketica

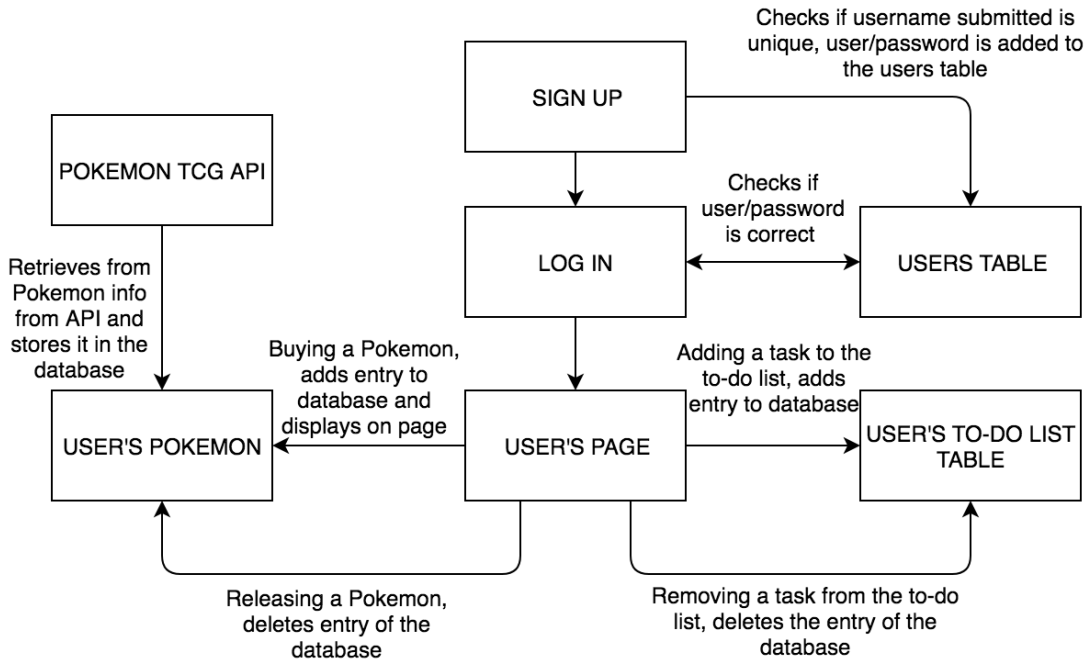
Web Framework:
Foundation
Justification:
Foundation provides a template for splitting screens which we need as our project involves a lot of splitting screen. In addition to that, Claire, who is in charge of doing the frontend, has more experience in Foundation and thus is more comfortable with Foundation.

APIS:
Pokemon TCG

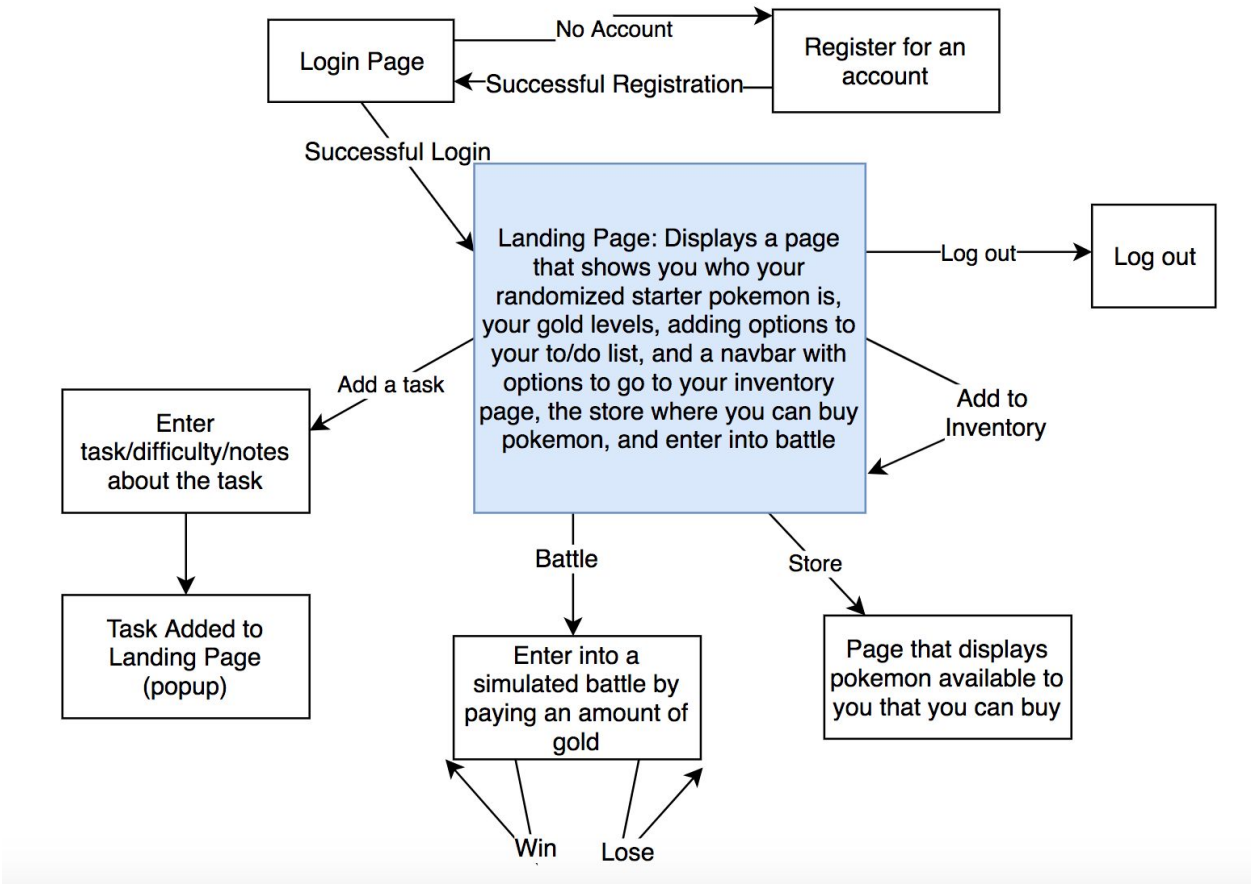
Project Description:
- TL;DR: RPG to-do list!
- Always procrastinating and disorganized? With Poketica not only would you be able to get all of your tasks done but you will be able to enjoy completing your tasks!
- Poketica consists of a to-do list however with a few extra things. Completing tasks will allow you to gain gold to collect more pokemon. These would later be used to buy more pokemons and battle other pokemons.
- Modeled after Habitica, Poketica is here to help you game-ify your life and provides an incentive to easily complete menial tasks.

Program Components:
1. Register / Sign in to see personalized to-do list and profile - required to use the site, but not to see information about the site on the landing page.
2. Create and add tasks to to-do list. Completing tasks gives gold based off difficulty and giving up tasks takes away gold. (relies on the user to be honest)
3. Profile to see current pokemon and amount of gold.
4. Battles: fight a random pokemon and winning is based on probability for now. For example, water type has a greater chance of winning against fire types, maybe 70%, and a random number will decide from there if the pokemon wins or loses. Requires a certain amount of gold to participate - gold reward for winning, on a loss the user just loses their initial investment of gold to participate (limited to 5 battles per day)
5. Gacha: buy a random pokemon - would be scaled so that there is a lower probability that a legendary pokemon would be received. Duplicates will probably appear - users can choose to keep them or release (goes for all pokemon, not just duplicates).
6. Pokemon are from the Pokemon TCG API using the original pokemon card set. We will use the first 69 pokemon cards, as from card 70 and on are not pokemon.

Component Map:



Site Map:


Login Page
No Account
Register for an account
Successful Registration
Successful Login
Landing Page: Displays a page that shows you who your randomized starter pokemon is, your gold levels, adding options to your to/do list, and a navbar with options to go to your inventory page, the store where you can buy pokemon, and enter into battle
Log out
Log out
Add a task
Enter task/difficulty/notes about the task
Task Added to Landing Page (popup)
Add to Inventory
Battle
Enter into a simulated battle by paying an amount of gold
Win
Lose
Store
Page that displays pokemon available to you that you can buy

Database Schema:

User Info			
ID	username	password	gold
Primary Key	Text	Text	Integer

Users' To Do Lists		
Username	Difficulty	Task
Text	Integer	Text

User's Pokemon	
username	Pokemon Card ID
Text	Text

Task Breakdown:
Claire Liu: Project Manager & Frontend/HTML
Sophia Xia & Emily Lee: Database
Stefan Tan: Backend/ API

Step 1 (Minimal Working Version)

- First, we'll make the login/registration forms-- we'll utilize cookies so that during a user's first session, they can choose their avatar.
- We will add a taskbar in the landing page so that the user can add and delete tasks as well as a checkbox that allows you to indicate when you're done with a task. Checking off a task will cause it to disappear from your taskbar
- We will connect the database to tasks so whenever you complete a task you gain XP and gold. You'll gain different amounts of XP and gold based on how difficult the task was.
- We'll add a store page where you can see what pokemon are available for you to buy.

Step 2 (Added Core Features)

- Add the battle option where you draw a random pokemon based on luck and you watch a simulated battle between the two. At the end, you either win gold (more gold if the pokemon you battled is hard) or you lose the amount of gold you invested into the battle.

Step 3 (Nice to have features)

- Invest varying amounts of gold to determine how hard of a battle you have
- Incorporate more cards from the Pokemon TCG API
- Different types of tasks to add to your taskbar (habits/ASAP tasks/long term tasks)