

Team DanceDanceRevolution

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Purpose

Fake Artist is a card game, and we would be making an online version of it. The rules are as follows:

- 1) A category is chosen before the start of the game (e.g. Animals).
- 2) A word in that category is randomly chosen by the computer (we could have a preset of words and categories, that part should be very trivial)
- 3) This word is given to all players in the game EXCEPT for one. The player that does not receive a word is designated the "Fake Artist"
- 4) Players take turns drawing one line each on a sheet of paper (or in our case a javascript canvas). The players' goal is to draw an image of the word they received. The fake artist does not know the word and so must use other players' lines to try and guess what the image is.
- 5) After a set amount of cycles (let's say five), the game ends and the players vote on who they think the fake artist is. If they guess wrong, the Fake Artist wins, otherwise the Fake Artist loses.

Components

Flask Routing – Allows user to view the API data presented in the webpage

Jinja2 Template Engine – Used to display data by accessing SQLite database

Bootstrap - Open-source front-end framework for designing websites to make this site look nicer

SQLite Database – Store data on users' stock choices; vestigial structure from development decision making.

JSON - Functions turns API responses into dictionaries and parse through that data

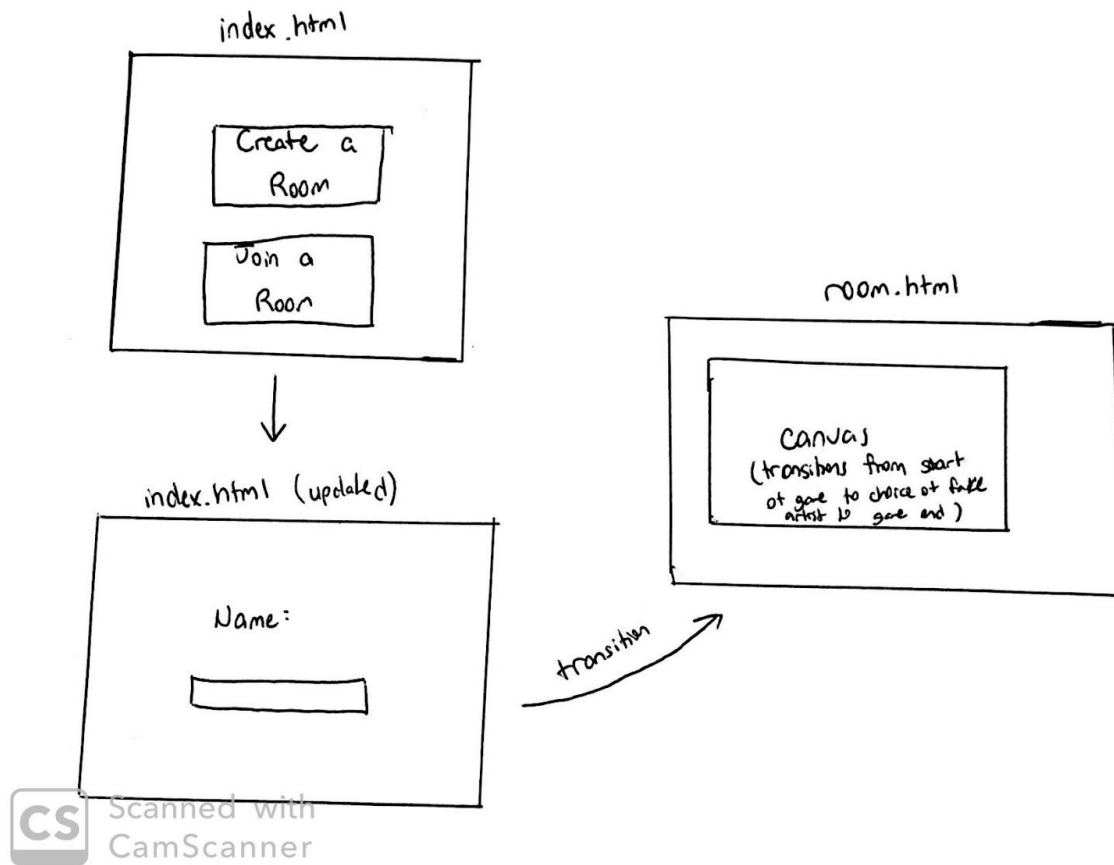
Util - to modularize code, facilitates operations on apis

Keys - to modularize api keys location

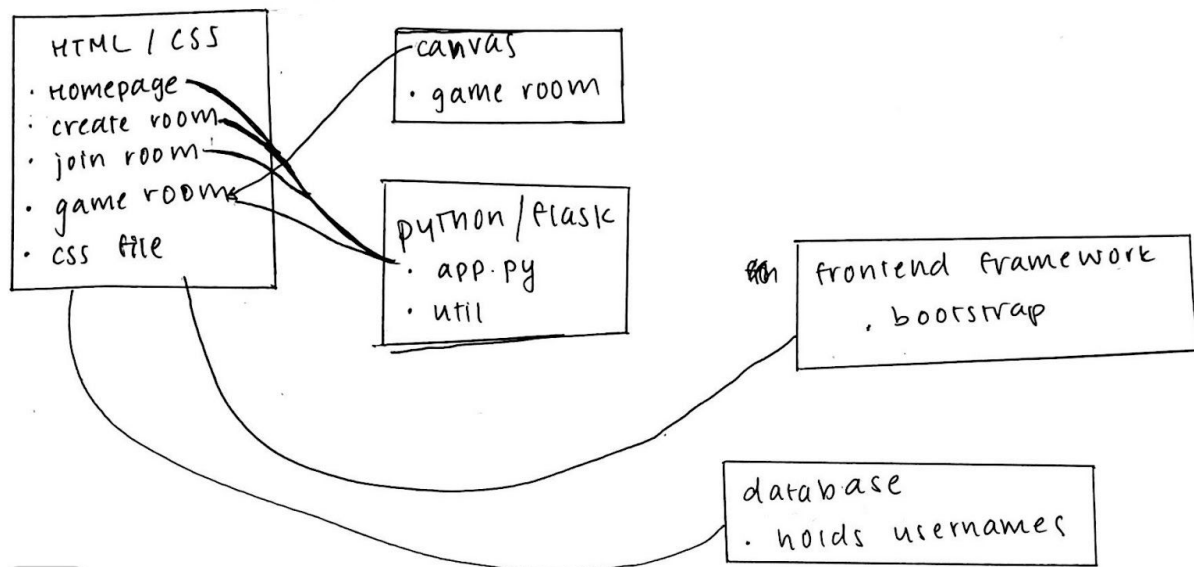
Database Schema

Databases store most recently retrieved data from the APIs. Every time you run the page, it rewrites the database. This way, data won't be pulled from the APIs every time a new page is accessed, and we minimize the amount of time we make a call to the APIs.

Site Map



Component Map:



CS Scanned with
CamScanner

APIs

Users(TEXT)

Roles

Derek - PM, Frontend (Bootstrap)

Ryan - Apache/Flask work

Login system

Daniel - Backend database

Results:

Canvas and game essentially works, though there is a non manual element to it. Due to partners being chronically absent and Ryan breaking the website with edits, features mentioned in devlog (time and win) are absent. Players can still create rooms and join them, ccan draw on canvas.