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P#02 - The End
SoftDev1 Pd9
2020-1-1

Escape The Room

Overview:

The overall goal of the project is to create a fun and addictive game with a storyline as players attempt to leave Xenus. We will have games like typing, lottery, trivia, and the games will be timed and will only be available once the player completes the games before that one. We will be using *Foundation* as our front-end framework because our best front end developers are most familiar with this framework.

APIs Overview:

1. Diceful API
   a. Will be used for our chance game
   b. This API provides dice rolling functionality.
   c. You can simulate rolling 6-sided or 20-sided die.
   d. The API will return a JSON object with the results of the roll.
   e. No keys, no quotas
2. Open Trivia API
   a. Will be used for our trivia game
   b. Quota: 50 questions in one call
   c. Entry includes: category, difficulty, type, question, answer (correct & wrong)
3. NBA Player API
   a. Will be used to create profile pictures
   b. No quota, no keys
   c. Provides headshots and basic information of NBA players
   d. Will be used for profile pictures
4. Deck of Cards API
   a. Will be used for our card games
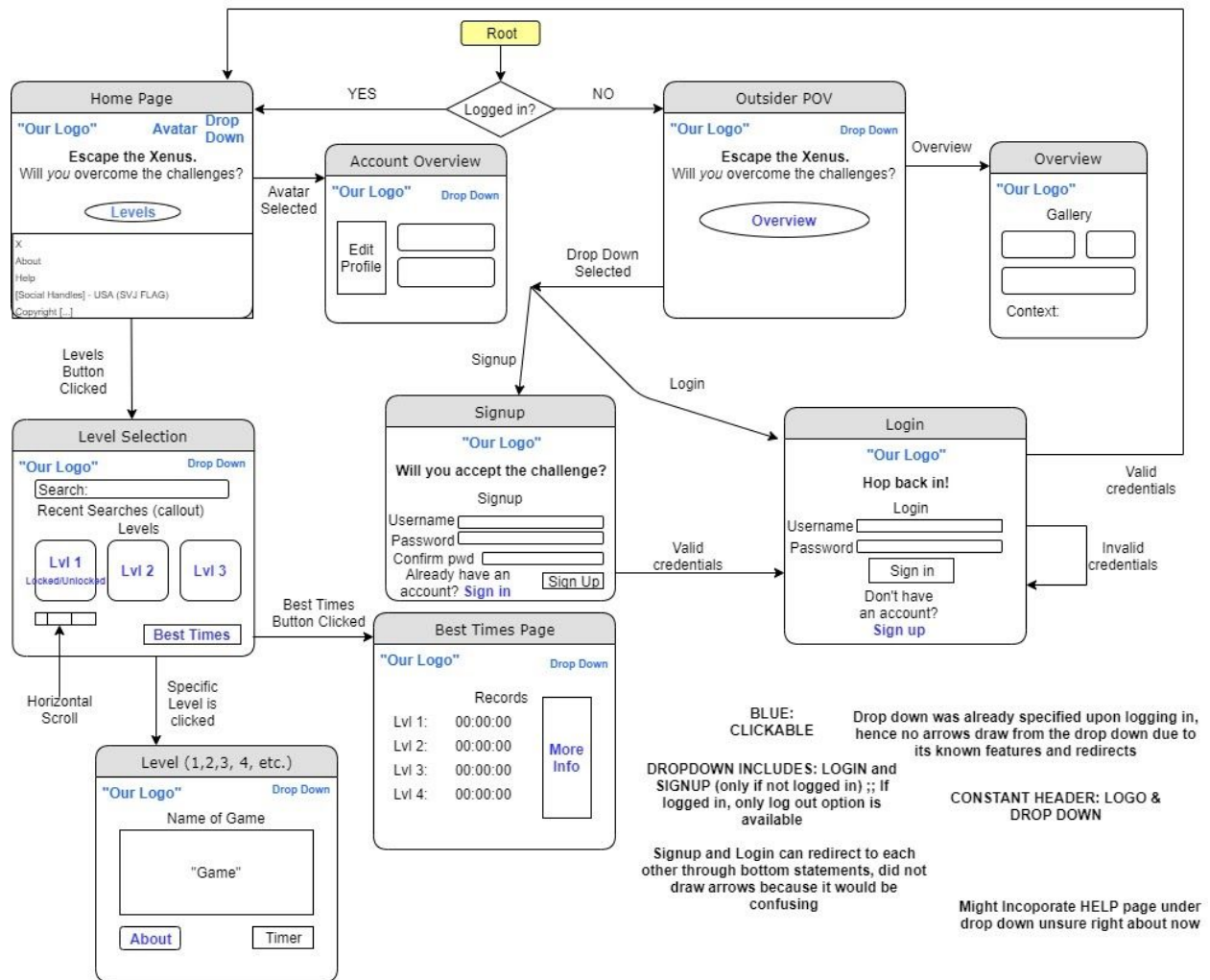   b. No key

User Experience:
Users would need to login or signup to be able to play the game. Once the session begins, The user can see what level they are on and can play games to increase the amount of points they have to escape a room. Once they have completed all levels,

they have successfully escaped the house. Users can also change their profiles on their profile page and buy gems to make games easier.
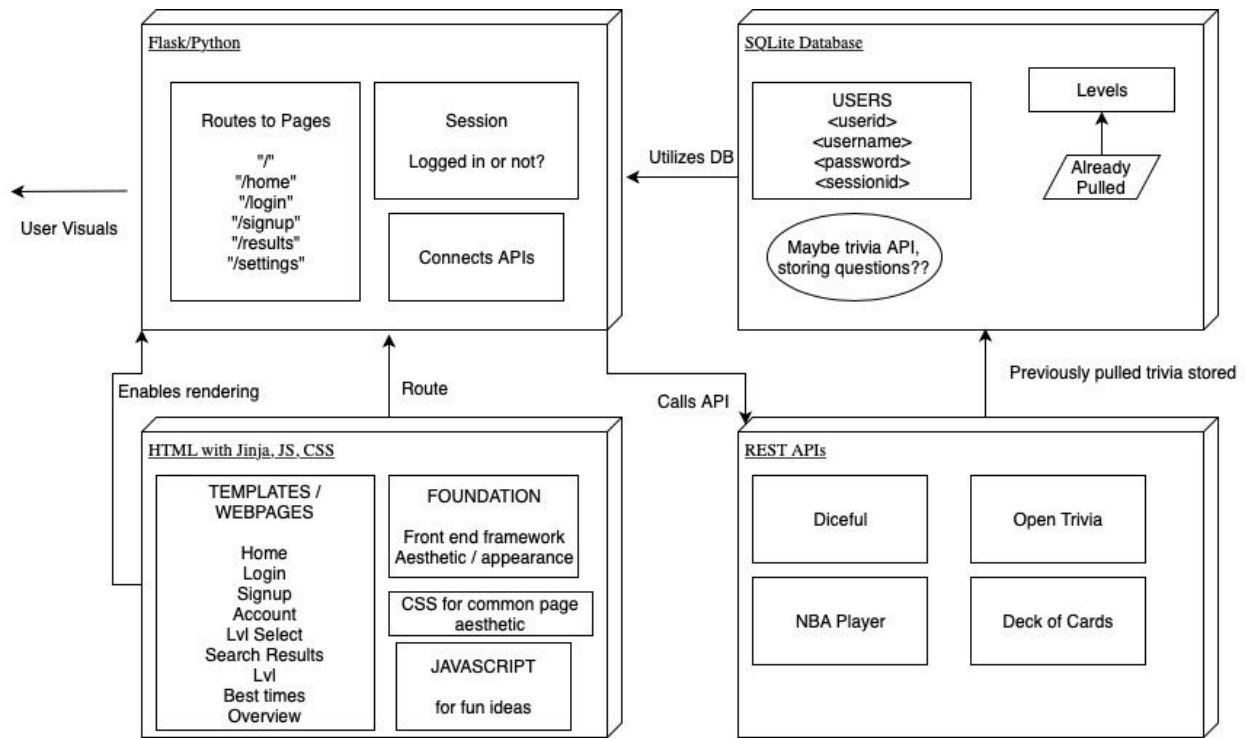
Roles:

1. Henry:
    a. Project Manager
        i. Revise design doc
        ii. Assign tasks
        iii. Facilitate communication
    b. Troubleshoot issues and complete minor coding tasks as necessary
2. Nahi:
    a. Front-end
        i. Templates using Foundation
            1. Make a template that will store and format the title, headers, images, and forms to be displayed on a given page■ Renders the template for each page requested
        ii. Create cards for each API used to store in the Knowledge Base
    b. Game Designer
3. Biraj:
    a. Back-end
        i. Database Operations Module (Insert to Table, Edit a Row, Create a Table)
        ii. Facilitate any changes that the user will request, such as adding a new row in a database when the user pulls information from the API to store that information and facilitate faster access in the future
        iii. Open the url for each API every time a call is made and pull and store needed information from the API in the appropriate database
    b. Game Designer
4. Albert:
    a. Assist Nahi with front end
        i. Work on presentation and aesthetics
    b. APIs
        i. Obtain access to keys for all APIs
        ii. Pull relevant information from APIs
        iii. Add API cards to Google Drive
    c. Game Designer

Site Map:

Root

Logged in?
- YES
- NO

Home Page
"Our Logo" Avatar Drop Down
Escape the Xenus.
Will *you* overcome the challenges?
Levels
X
About
Help
[Social Handles] - USA (SVJ FLAG)
Copyright [...]

Account Overview
"Our Logo" Drop Down
Edit Profile

Avatar Selected

Outsider POV
"Our Logo" Drop Down
Escape the Xenus.
Will *you* overcome the challenges?
Overview

Overview

Overview
"Our Logo"
Gallery
Context:

Drop Down Selected

Levels Button Clicked

Signup

Login

Level Selection
"Our Logo" Drop Down
Search:
Recent Searches (callout)
Levels
Lvl 1 Lvl 2 Lvl 3
Locked/Unlocked
Best Times

Signup
"Our Logo"
Will you accept the challenge?
Signup
Username
Password
Confirm pwd
Already have an account? **Sign in**   Sign Up

Login
"Our Logo"
Hop back in!
Login
Username
Password
Sign in
Don't have an account?
Sign up

Valid credentials

Invalid credentials

Best Times Button Clicked

Horizontal Scroll

Specific Level is clicked

Best Times Page
"Our Logo" Drop Down
Records
Lvl 1: 00:00:00
Lvl 2: 00:00:00
Lvl 3: 00:00:00
Lvl 4: 00:00:00
More Info

Valid credentials

Level (1,2,3, 4, etc.)
"Our Logo" Drop Down
Name of Game
"Game"
About   Timer

BLUE: CLICKABLE

Drop down was already specified upon logging in, hence no arrows draw from the drop down due to its known features and redirects

DROPDOWN INCLUDES: LOGIN and SIGNUP (only if not logged in) ;; If logged in, only log out option is available

CONSTANT HEADER: LOGO & DROP DOWN

Signup and Login can redirect to each other through bottom statements, did not draw arrows because it would be confusing

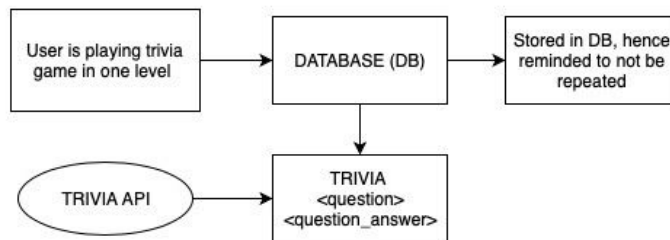Might Incorporate HELP page under drop down unsure right about now

This is a massive site map, I know I have to display the search results page so please go easy on me Also, the map is crammed only because of fitting sorry :c

Component Map:

Flask/Python

Routes to Pages

"/"
"/home"
"/login"
"/signup"
"/results"
"/settings"

User Visuals

Session

Logged in or not?

Connects APIs

Utilizes DB

SQLite Database

USERS
<userid>
<username>
<password>
<sessionid>

Levels

Already Pulled

Maybe trivia API, storing questions??

Enables rendering

Route

Calls API

Previously pulled trivia stored

HTML with Jinja, JS, CSS

TEMPLATES / WEBPAGES

Home
Login
Signup
Account
Lvl Select
Search Results
Lvl
Best times
Overview

FOUNDATION

Front end framework
Aesthetic / appearance

CSS for common page aesthetic

JAVASCRIPT

for fun ideas

REST APIs

Diceful

Open Trivia

NBA Player

Deck of Cards

Text

EXAMPLE:

User is playing trivia game in one level → DATABASE (DB) → Stored in DB, hence reminded to not be repeated

TRIVIA API → TRIVIA
<question>
<question_answer>

Each of these components will be dealt with by a different member of the team, so that in the end they can be pulled together to form the entire website. Communication will be required between SQLite and the API, as well as the HTML and Flask code in order to render templates correctly.

Database Diagram:

USER

username primary_key	password
"bertw2002"	"pass123"

"coolusername"	"password123"
"Xenus"	"passsss"

POINTS

username primary_key	points
"bertw2002"	250
"coolusername"	10
"Xenus"	800

STORIES

storyid primary_key	title	text```````1
0	A day in the life	Enter story
1	Funny jokes	Enter story
2	How we coded this project	Enter story

QUESTIONS

QUESTIONID primary_key	Trivia question	A	B	C	D	Correct answer
0	What is 9 * 3	27	14	12	14	A
1	When did Steve jobs die	1900	1922	2000	2011	D
2	How many minutes in a day	36000	1440	14400	36000	B

(add more database depending on apis)

The **Primary Key** for each table shows that each entry is required to have this item; it cannot be null or empty.