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P#02 - The End
SoftDev1 Pd9
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Escape The Room

Overview:

The overall goal of the project is to create a fun and addictive game for users to play while trying to Escape the Room. We will have games like typing, lottery, trivia, and the games will be times. We will be using *Bootstrap* as our front-end framework.

APIs Overview:

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

User Experience:

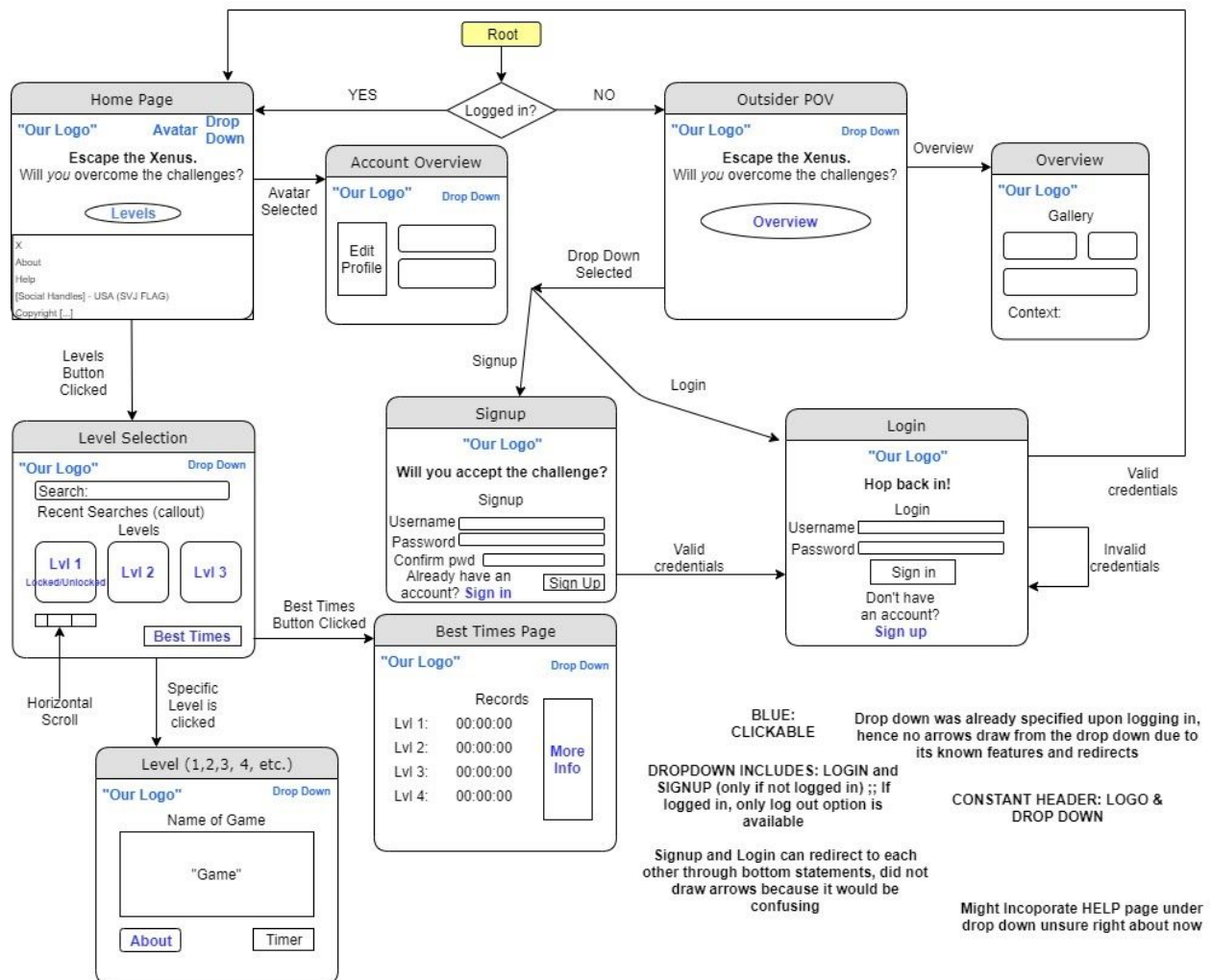
Users would need to login or signup to be able to play the game. Once the session begins, The user can see what level they are on and can play games to increase the amount of points they have to escape a room. Once they have completed all levels, they have successfully escaped the house. Users can also change their profiles on their profile page.

Every page will have at least one external page in order for the user to get more information, and if they don't log out before going to one of these external links, their session will still be there when they get back.

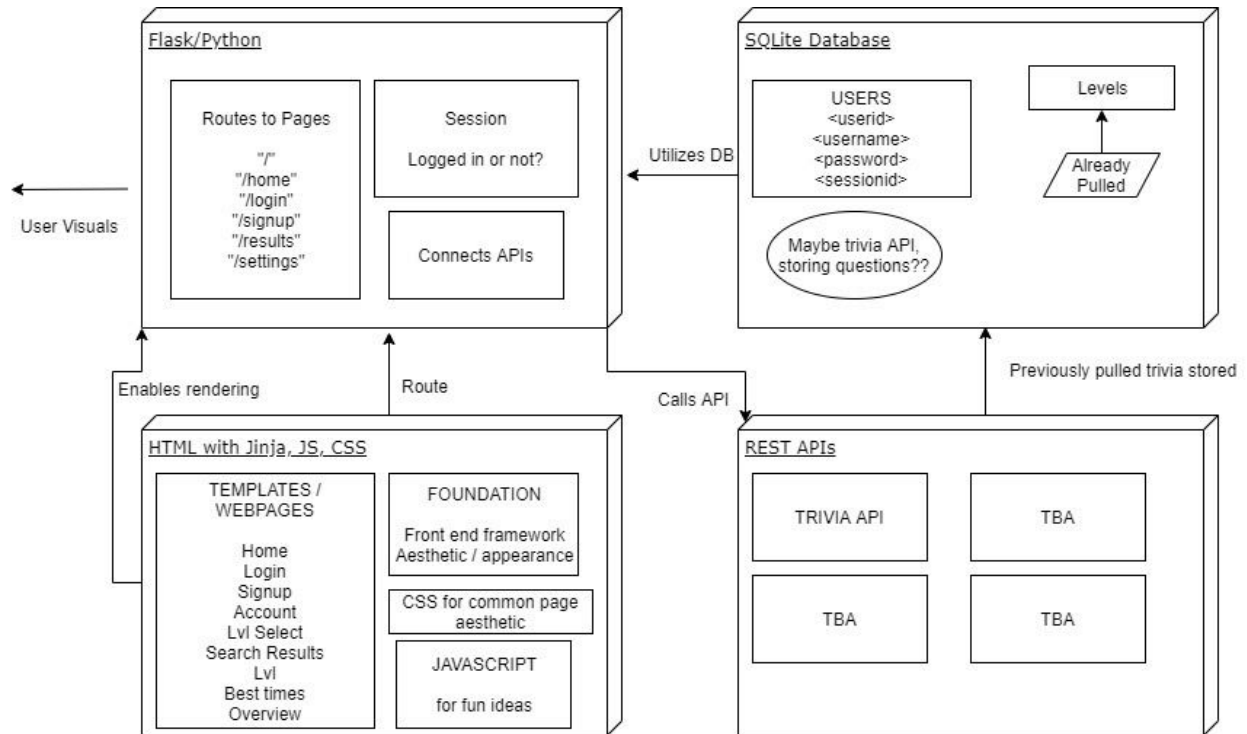
Roles:

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 card into class
 - c. Game Designer

Site Map:

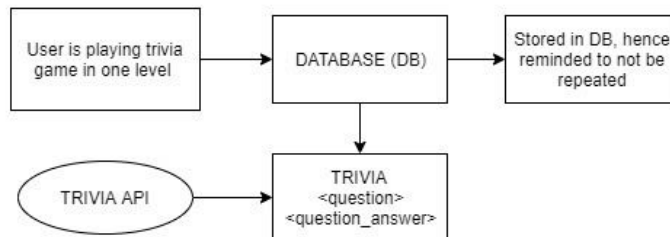


Component Map:



Text

EXAMPLE:



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:

USERS

USERID primary_key	Username	Password
0	"bertw2002"	"pass123"
1	"coolusername"	"password123"
2	"Xenus"	"passsss"

POINTS

USERID primary_key	Points	Username
0	250	"bertw2002"
1	10	"coolusername"
2	800	"Xenus"

STORIES

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

QUESTIONS

QUESTIONID	Trivia question	A	B	C	D	Correct
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primary_key						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.