Team Blubberduck -- Naotaka Kinoshita, Shakil Rafi, Michael Ruvinshteyn, Kelly Wang
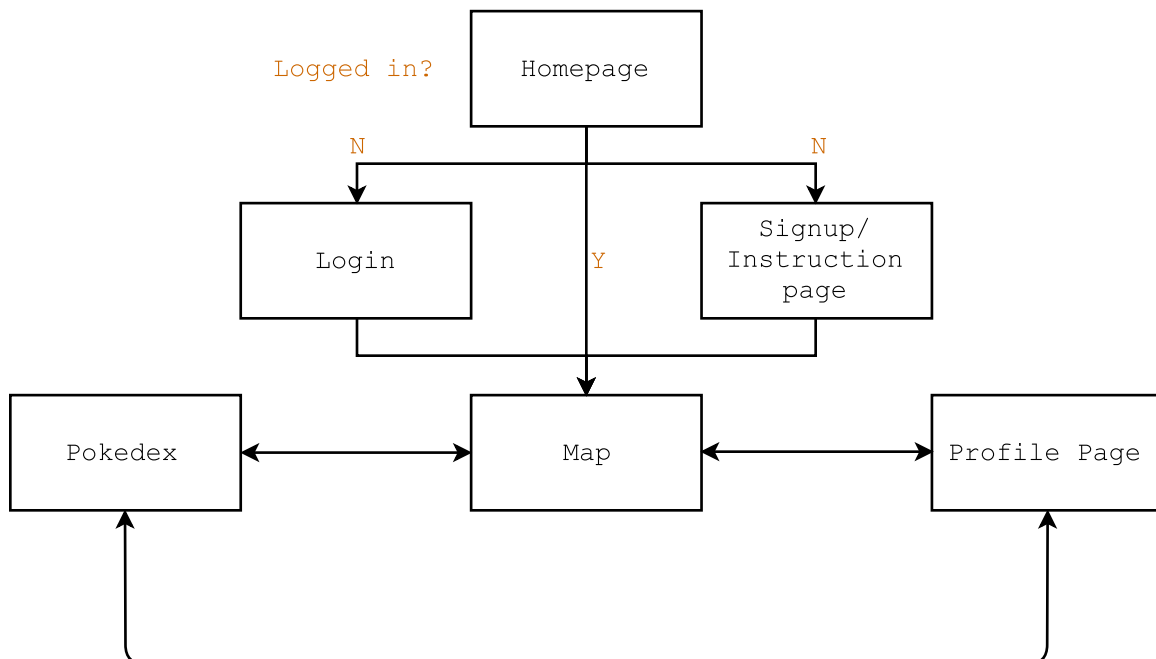
SoftDev1 pd 7

p02

2017 - 12 - 20

Our project is a de-augmented Pokemon Go, where the player explores the world using the Google Maps API, encounters various Pokemon brought to them by the PokeAPI, and collects them to build their Pokedex. The Pokemon will be distributed based on heat-maps (provided by GM API) for population density. The user's progress will be tracked based on an account system, so that they can come back any time to continue where they left off.

Roles

Naotaka - Google Maps API
Shakil - PokeAPI, Flask
Michael - PM
Kelly - Front-end, databases

Sitemap (MVP)*

Logged in?

Homepage

N   N

Login   Y   Signup/ Instruction page

Pokedex ⟷ Map ⟷ Profile Page

* Some features are not present on the sitemap because they might not be included in the final product

Component Map

| Signup Form | → | Flask | → | Insert user into database |

| Login Form | → | Flask | → | Flask adds user to session |

| Map | → | Flask | → | PokeAPI | → | Databases |

| Map | → | Flask | → | Wunderground | → | Databases |

| Pokedex Page | → | Flask | → | Databases | → | PokeAPI |

| Logout Button | → | Flask removes user from session |

DATABASE SCHEMA

```
CREATE TABLE users(
    id INTEGER PRIMARY KEY,
    username TEXT NOT NULL,
    password TEXT NOT NULL,
    display_name TEXT NOT NULL,
    catches BLOB NOT NULL
)

CREATE TABLE pokedex(
    name TEXT NOT NULL,
    hp INTEGER,
    attack BLOB NOT NULL,
    defense BLOB NOT NULL
)
```