

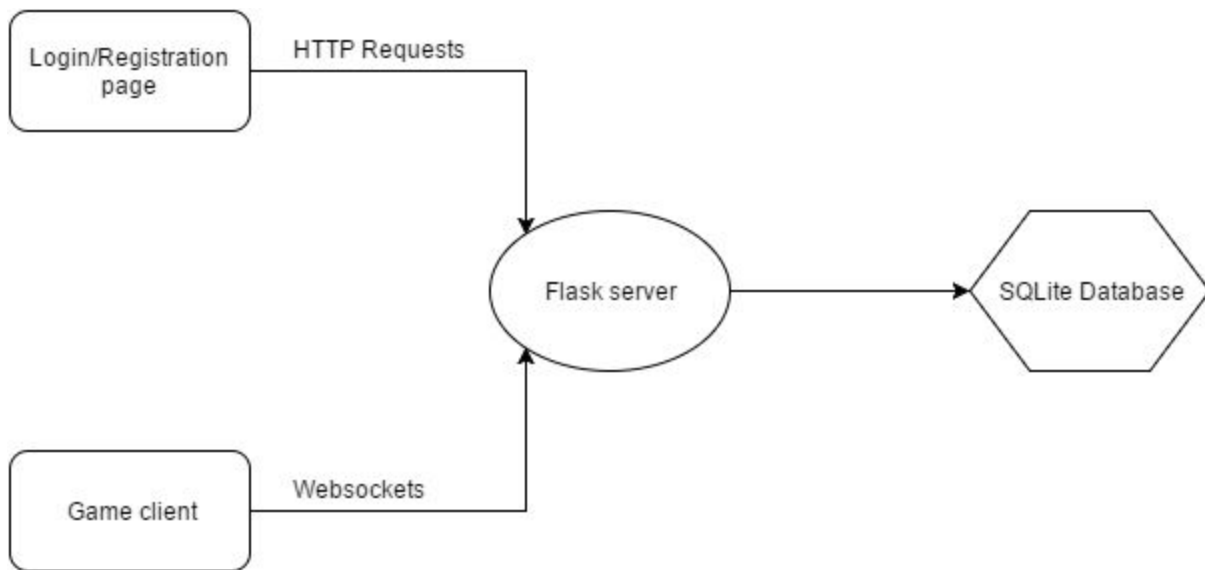
## Team Useless But Fun

Daniel Chiu, Kenneth Li, Nick Ng, Jason Chua  
Softdev Period 6 Fall 2016 Final Project

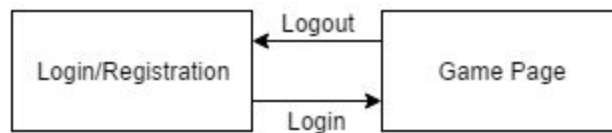
### Features

- Users register to play game
- Randomly generated rooms
- Each room has a chance to generate a boss
- Defeating the boss transports the user to a new dungeon
  - Previously generated rooms are removed from the database
- Users can save progress at randomly generated save points
- Two-way doors link rooms, but new doors only link to new rooms

### Component Map



Site Map:



Database:

Rooms					
User ID (integer)	Room ID (integer)	Enemies (list)	Terrain (list)	Items (list)	Exits (list)

Users				
User ID (integer)	Username (string)	Passhash (string)	Current room (integer)	Items (list)

Task Delegation:

Kenneth Li : JavaScript and Python (For game)

Jason Chua: SQL and Python (Information Processing)

Nick Ng: Python and Jinja (Flask and Server)

Daniel Chiu: CSS and HTML (Website and Art)

Timeline:

1/13: Framework for website (css styling and such)

1/14: Login for website

1/16: Art and design of game finalized

1/21: Basic mechanics of game working (Core mechanics of the game, no art)

1/22: Implement artwork into game (replace shapes with sprites, background, etc)

1/23: Finish debugging