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monky
P1 Design Document
TARGET SHIP DATE: 2025-12-24

IDEA: A Wordle-style game where you match Pokémons, bird, and cat info

APIs:

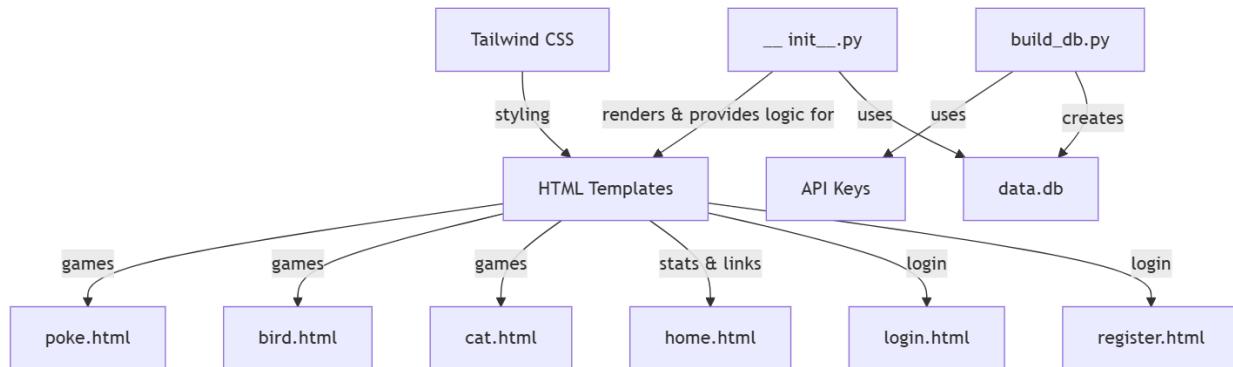
- PokeAPI: Provides Pokémons info & images
- Nuthatch API: Provides bird info & images
- The Cat API: Provides cat info & images

FEF: Tailwind

- Chosen for the team's prior experience and ease of use. We plan on using features like its transitions & animation, boxes, borders, and hover/focus/active state.

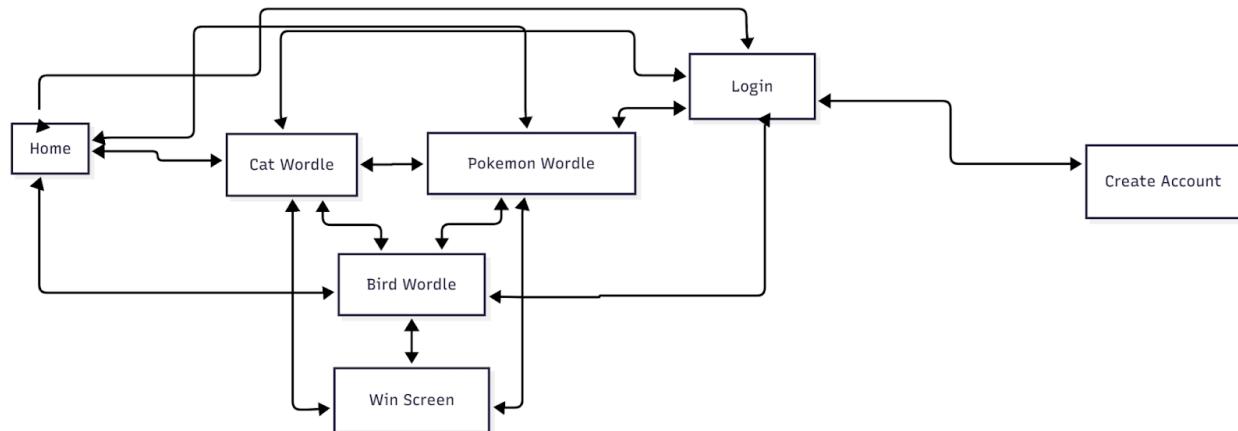
COMPONENT MAP:

- `__init__.py`: Configures Flask app and handles user actions and login.
- `build_db.py`: Builds the database and populates it with API info.
- `data.db`: The main database, created with SQLite.
- `home.html`: Links to the games and displays user stats.
- `poke.html` & `bird.html` & `cat.html`: The three Wordle games, generating daily content, as well as an archive of past content. Winning displays a win screen with stats of that game.
- `login.html` & `register.html`: Logs in or creates an account.

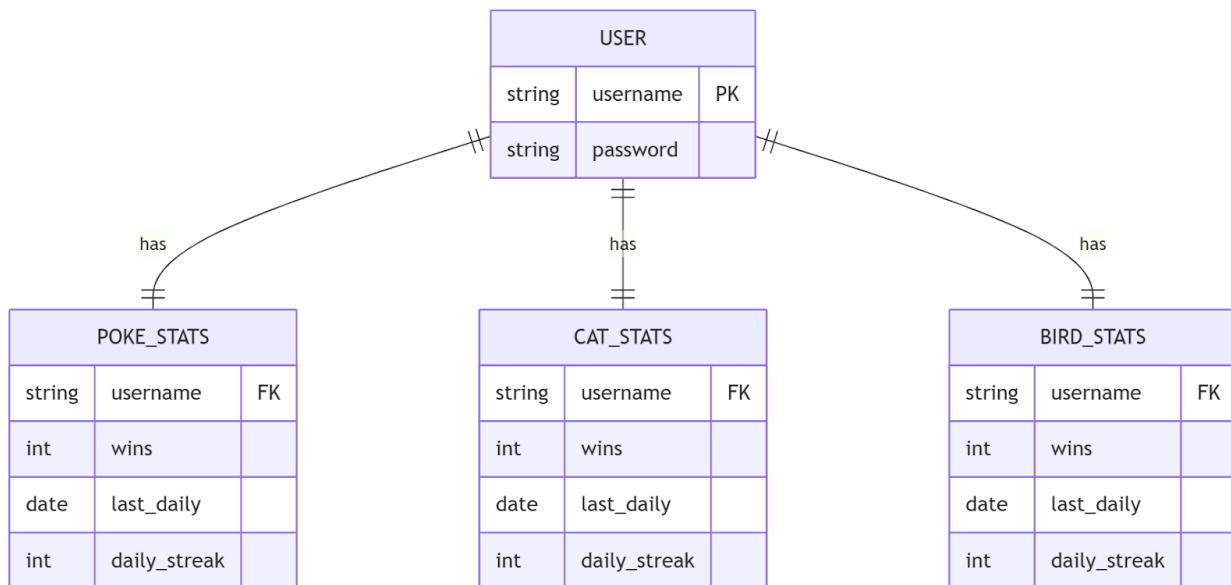


SITE MAP:

- Login: All pages should be able to go to login, and login will send you back to your previous page.
- Create Account: For creating an account if you don't already have one, only routes from login.
- Home: Routes to all games (one of home's primary functions)
- Wordles: Routes to home & to a win screen.



DATABASE MAP:



BIRD_INFO		
int	id	PK
string	name	
string	family	
string	order	
string	status	
int	wingspan_min	
int	wingspan_max	
int	length_min	
int	length_max	

CAT_INFO		
int	id	PK
string	name	
string	origin	
int	life_span	
int	intelligence	
int	social_needs	
int	weight_min	
int	weight_max	

POKE_INFO		
int	id	PK
string	name	
string	type_one	
string	type_two	
int	height	
int	weight	
int	generation	

TASKS:

Project Manager: Jeff

- Does general PM tasks
- Creates the login system
- Creates the home page, which includes displaying an individual user's stats if they're logged in. If time allows, there could be something like a leaderboard for streaks or wins.

Devo 2: Wesley

- Creates the games, which include displaying incorrect, correct letters, and correct placement guesses.
- Creates the win screen, which displays a win/loss banner, as well as showing and editing a user's stats.

Devo 3: Alexandru

- Creates getting data from APIs, storing it, and using it for the games.
- Creates CSS, but all can pitch in to this.