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

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

APIs:

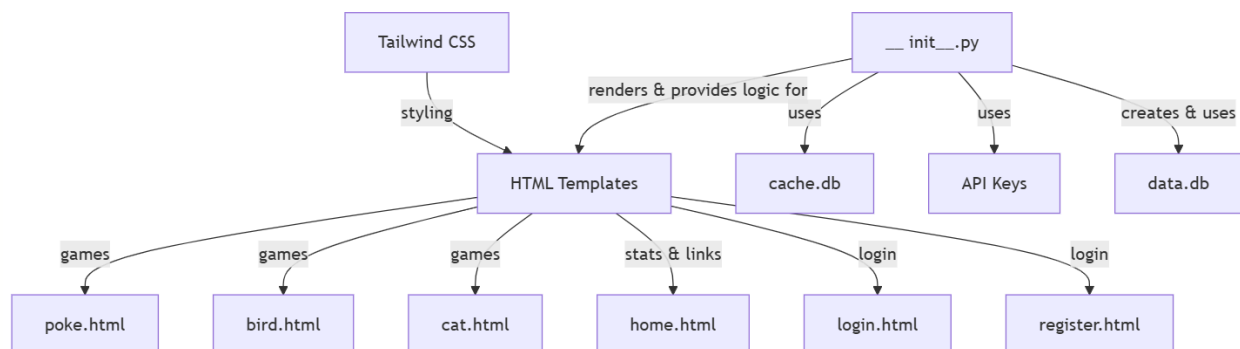
- PokeAPI: Provides Pokémon info & images
- Nuthatch API: Provides bird info & images
- The Cat API: Provides cat info & images

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.

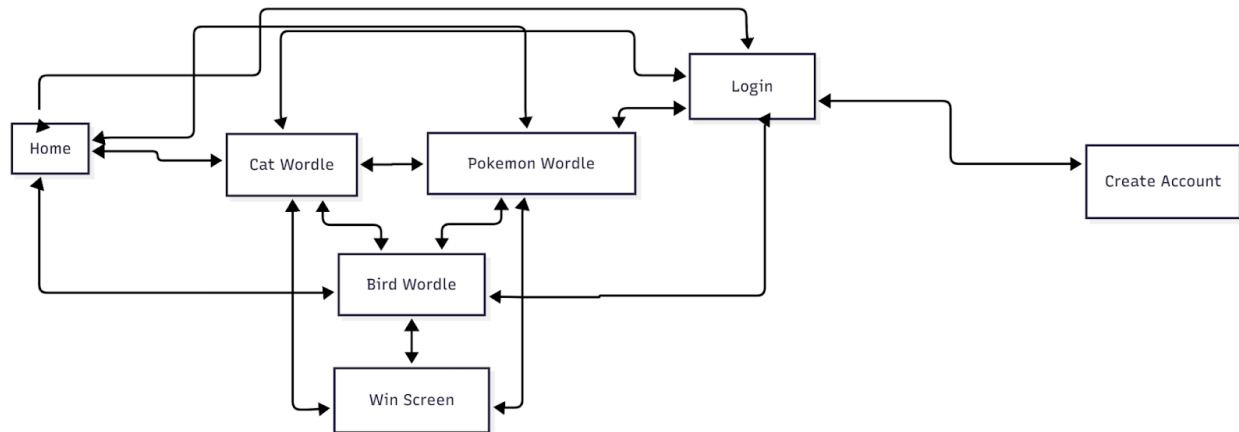
COMPONENT MAP:

- `__init__.py`: Configures Flask app, creates the database by interacting with the APIs, and handles user actions and login.
- `data.db`: The main database, created with SQLite.
- `cache.db`: A just-in-case file if the main database cannot be made, like when an API goes down.
- `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.



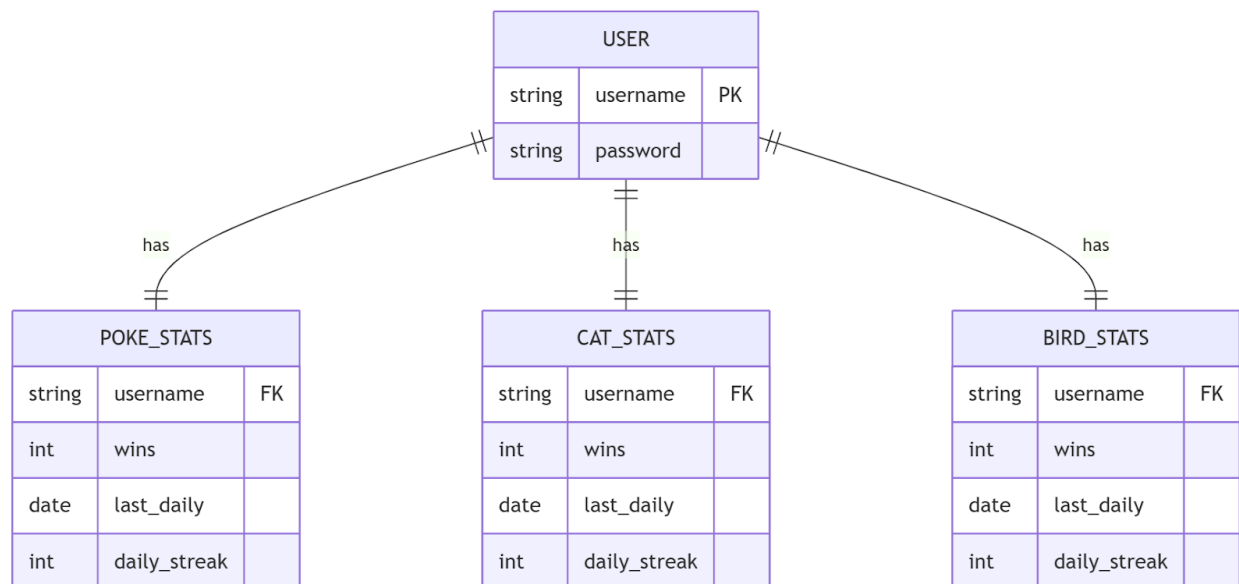
#### SITE MAP:

- 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:

- This doesn't include needing to store API data, which is something that will need to be done later down the road. Will modify Design Doc when that time comes, but we don't know what data to use yet.



## 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 letter, 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.