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GG (—it's cooked)

SoftDev

P02

2025-1-3

Time Spent:

Target Ship Date: 2025-01-17

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### Description:

We are replicating the game Crossy Road. Use WASD to cross the road with your chicken 🐔. Avoid getting run over by cars and hop between logs to avoid drowning. If you do either, GAME OVER!

Different difficulties will be offered that modify the speed of the logs and cars. As the difficulty increases, you can gain more points.

### Roles:

Jessica (PM) - SQLite Database

Tracy - Javascript

Kevin - Javascript and Flask

Tiffany - HTML & CSS (Design, Front-end)

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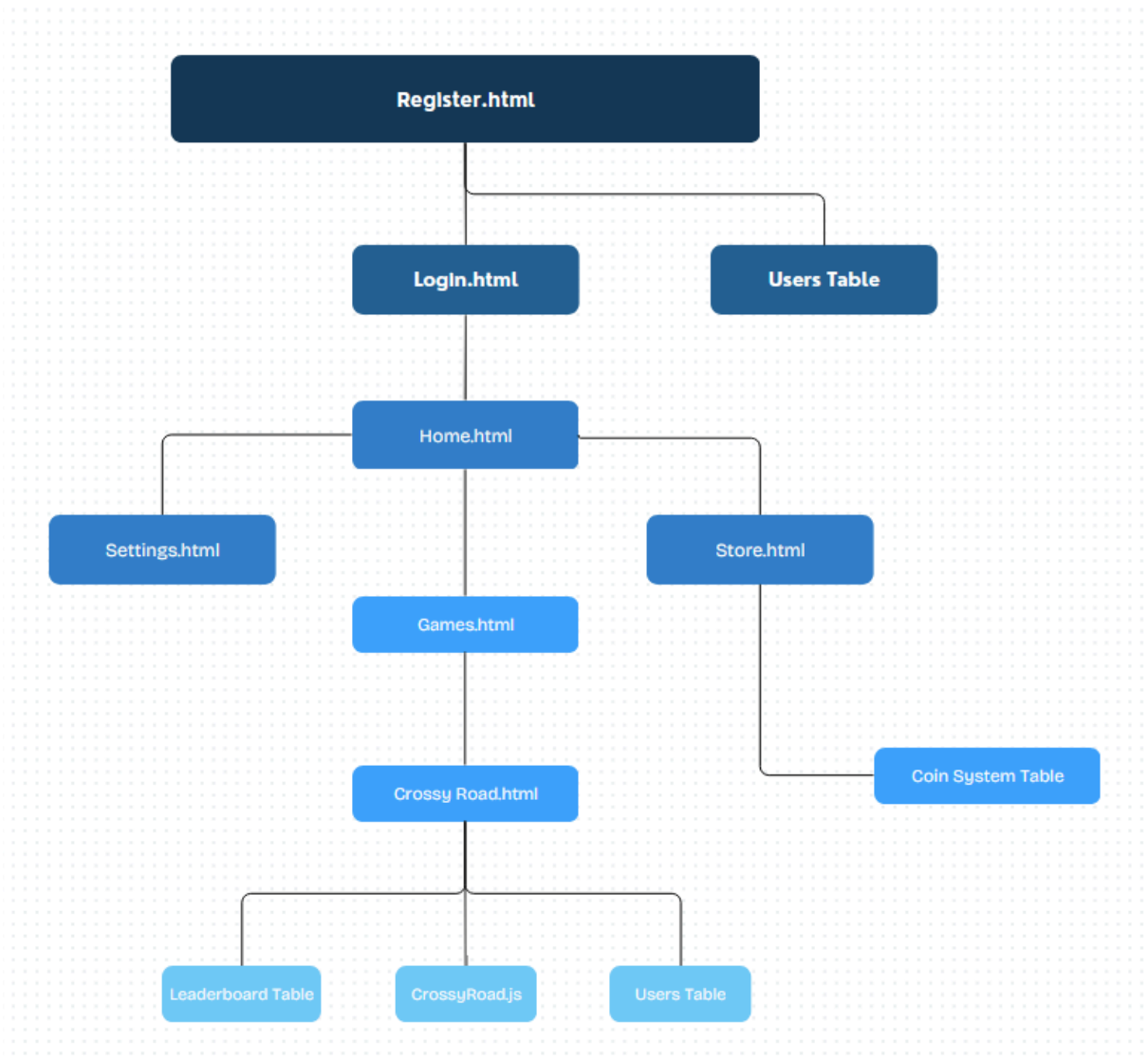
### Components

- User Accounts
  - User Sessions/Login/Logout
- Flask Routes
  - Route to main page with Leaderboard/Themes
  - Route to Login/Logout Page
  - Route to Game Page
  - Route to Character Purchasing Page
  - Route to Settings Page (music, leaderboard message, username, password)
- SQLite Database for storing user info
  - User(TEXT username, TEXT password, TEXT character, TEXT unlockedChars, INTEGER points, TEXT musicPref)
  - Leaderboard(TEXT username, INTEGER points, TEXT message)
  - Themes(TEXT username, TEXT theme, TEXT color1, TEXT color2, TEXT color3)
  - Coins(INTEGER userCoins, TEXT character, INTEGER characterCost)

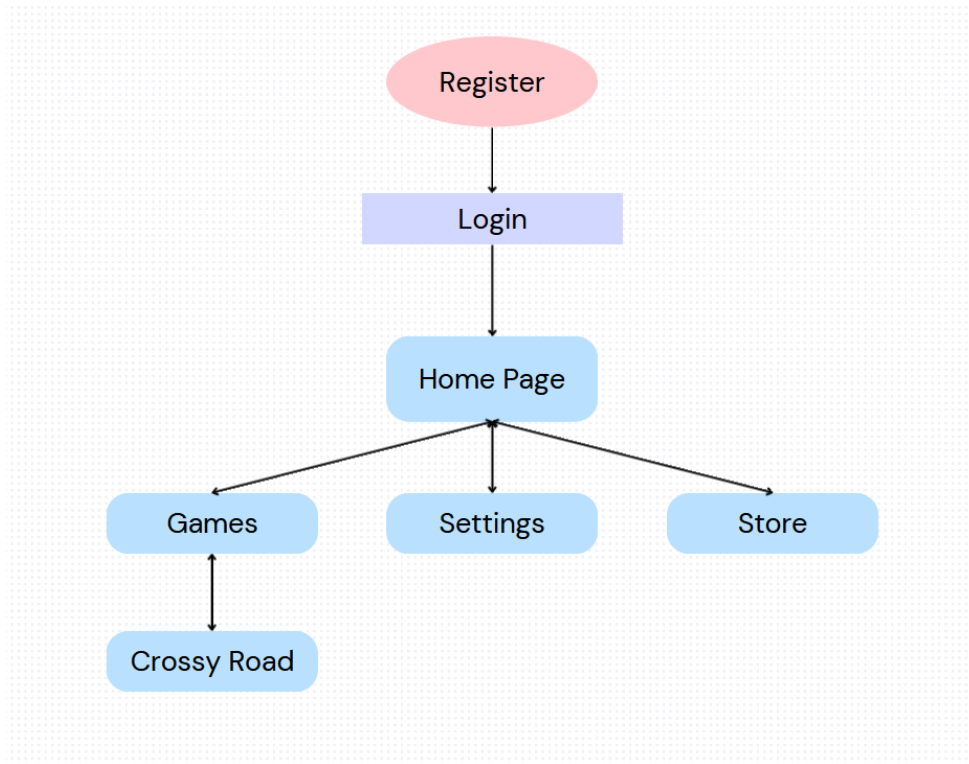
- API
  - Music
- Javascript
  - Keyboard commands to control movement
  - Generate map whenever the chicken moves forward
  - Generate rivers and roads
- Front End Framework
  - Tailwind
    - Easy to use and already have experience

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### Component Interaction Map



## Site Map



## Database Organization

### Users

| Username | Password | Character | UnlockedCharacters | Points  | Highscore | MusicPref |
|----------|----------|-----------|--------------------|---------|-----------|-----------|
| TEXT     | TEXT     | TEXT      | TEXT               | INTEGER | INTEGER   | TEXT      |

\*Stores basic user info

### Leaderboard

| Username | Points  | Message |
|----------|---------|---------|
| TEXT     | INTEGER | TEXT    |

\*Keeps tracks of points of users on leaderboard and displays every user's customizable message

### Themes

| Username | ThemeName | Color1 | Color2 | Color3 |
|----------|-----------|--------|--------|--------|
| TEXT     | TEXT      | TEXT   | TEXT   | TEXT   |

\*Different theme options (ex: custom, normal, winter)

### Coin System

| User Coins | Characters | Character Cost |
|------------|------------|----------------|
| INTEGER    | TEXT       | INTEGER        |

\*Keeps track of user coins, characters, and how much characters cost

### APIs

- Music (BGM)
  - TBA to API compilation list

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SCRAPED IDEAS (may be used later if we have time)

- Space Shooter

Description: ///

- Word unScramble Game

Description: Get a random word from a dictionary, then we randomize the order of the letters

- Canvas/Painter

Description: Paint then locally save the pictures

Suggestion: Maybe we can display a random image that someone painted on the front page for every user and have them rate it

- Dinosaur Game

Description: Jump or die