

Doubloon Crossers Score Board

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Purpose

As a stretch goal for my senior project, I proposed implementing a teams mechanic, wherein each player may pick a team. The team chosen will influence how many points the player begins with. This project will show a scoreboard for the teams to show players what teams are available and how many points each team has.

Audience

Players and spectators of Doubloon Crossers are the primary target of this project.

Data Sources

Unless I get a website for my senior project, static data will be fetched in JSON format with XML HTTP Requests. When the project is online, I want to be able to show a real-time scoreboard using WebSockets. The data will be an array with objects containing the following fields:

- Team name
- Color
- Current Score

If the user previously played, the scoreboard will draw a thicker border around their team. This information will be in the player's LocalStorage.

Initial Module List

The code will use the following modules, which I will make:

- scoreBoard.js – Contains all code that puts the data into the DOM
- main.js – Fetches the data from the server and passes it to scoreBoard.js

If I am able to get a website for my senior project, I will use some additional modules to handle the WebSocket protocol and use that in main.js. Otherwise, I will use the fetch() function to get static data.

Wireframe

Scoreboard		
Color	Team name	Score
User's most recently picked team		
Links		

Styling

I want to use a color scheme that looks like a plywood board. This includes dark brown for page header and footer background, redish-brown for the table header, and alternating brighter brown and tan for table rows.

Schedule

Part	Due Date
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HTML	June 26
Styling	July 3
Data Integration	July 10
WebSockets	July 17?