

TEAM KIRKLAND MEESECKS - JUNHEE LEE, JACKIE LIN, MICHAEL ZHANG, AMANDA ZHENG

PROJECT NAME - TRIVIA CRACK

SOFTDEV - PD1

DESIGN DOCUMENT

I. Project Description

For our project, we are planning to create a trivia game website. When creating an account, they will be able to select a username and a nation they would like to represent. Users will be able to play multiple modes of trivia, including single player, multiplayer 1v1, and multiplayer 4v4. Winning games will reward both score points and currency. Currency can be used in the store to buy packs, which will give unique profile pictures for users to collect. Score will be displayed in a global leaderboard that shows off the top users' and nations' scores.

Core Features that must be added in the minimum viable product

- Users will be able to sign up for an account and log in to an existing account.
- Users will be able to make a username and choose a nation to represent when they sign up.
- Users can play single-player trivia to earn points and currency.
- Scores will be displayed in a global leaderboard that shows both the top nations and top users.
- Users can go into their profile to change their login credentials.

Additional Features we would like to add for the final product

- Two new game modes: PVP against another random user and team-based multiplayer where users take turns answering trivia questions.
- Users can join specific multiplayer games with their friends using game IDs.
- Currency can be used in the store to buy packs of random profile pictures from shows like Rick and Morty.
- Users can go into their profile to change their profile picture.
- Users can view other users' profiles from the leaderboard.

Features we will only add if there is extra time

- Buying things in the shop will give random facts.
- Users can play games in multiple arenas from different nations around the world.
- Showing more advanced statistics in the leaderboard (which nation does best at a certain topic, which nation does best in a certain arena, etc.).
- Public vs. private multiplayer games (private ones would require a password to join).

II. Component Description

Frontend

CHOSEN FRAMEWORK: Bootstrap

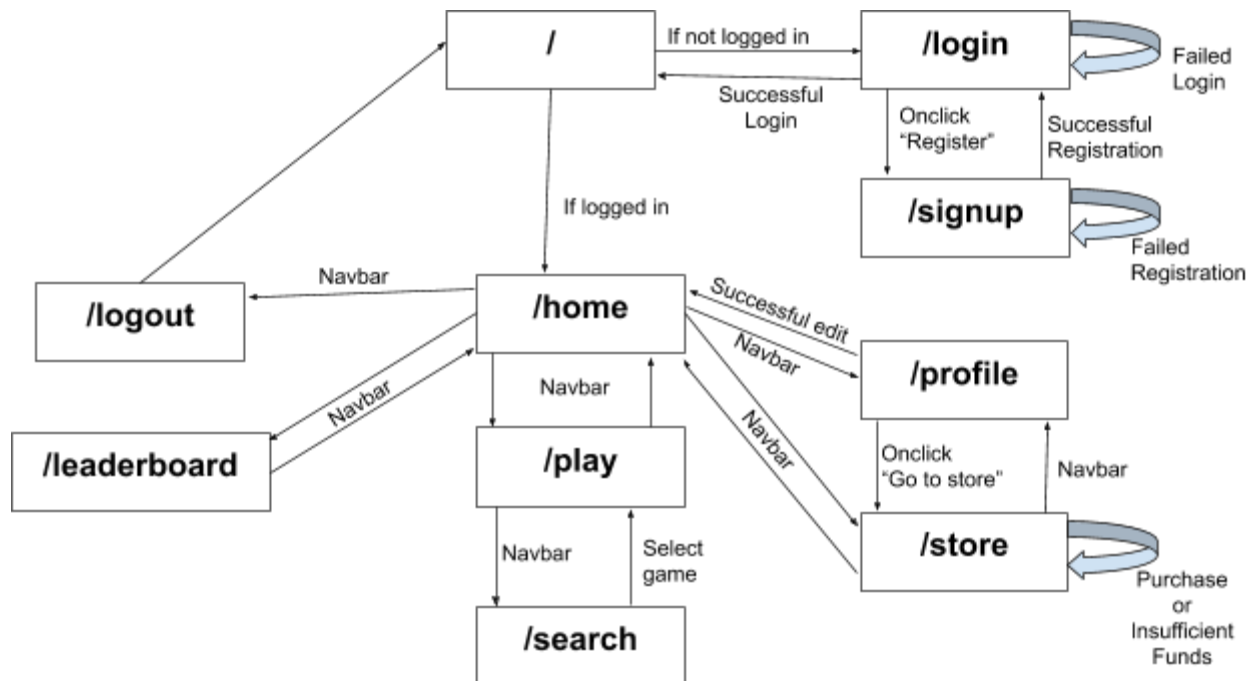
- Login/Sign Up stored in User Database
 - Wrong password or username for login will redirect to login page with error message
 - Will have error message if signing up with existing username or a missing password/username
- Navigation Bar
 - Home | Profile | Leaderboard | Play | Store | Search
- Home Page
 - Displays username, profile picture, score, money, stats, and game history
- Profile
 - Change profile picture using inventory of pictures
 - Reset Password
- Leaderboard
 - See top ranked nations, users, and users within a specific country
- Play
 - Single Player Mode
 - Answer set number of trivia questions correctly to earn points and money
 - PVP Mode
 - Users compete against a random player to answer the most trivia questions correctly out of a set number
 - Team Mode
 - Join red or blue team, must have four participants on each team to start game
 - Each participant tries to answer the most trivia questions correctly for their team
- Search
 - All users can join any multiplayer game that is not yet full
 - Can search for game id to join games
 - Can search for other players and join one of their games
- Store
 - Use money to purchase new random picture pack (of three)

Backend

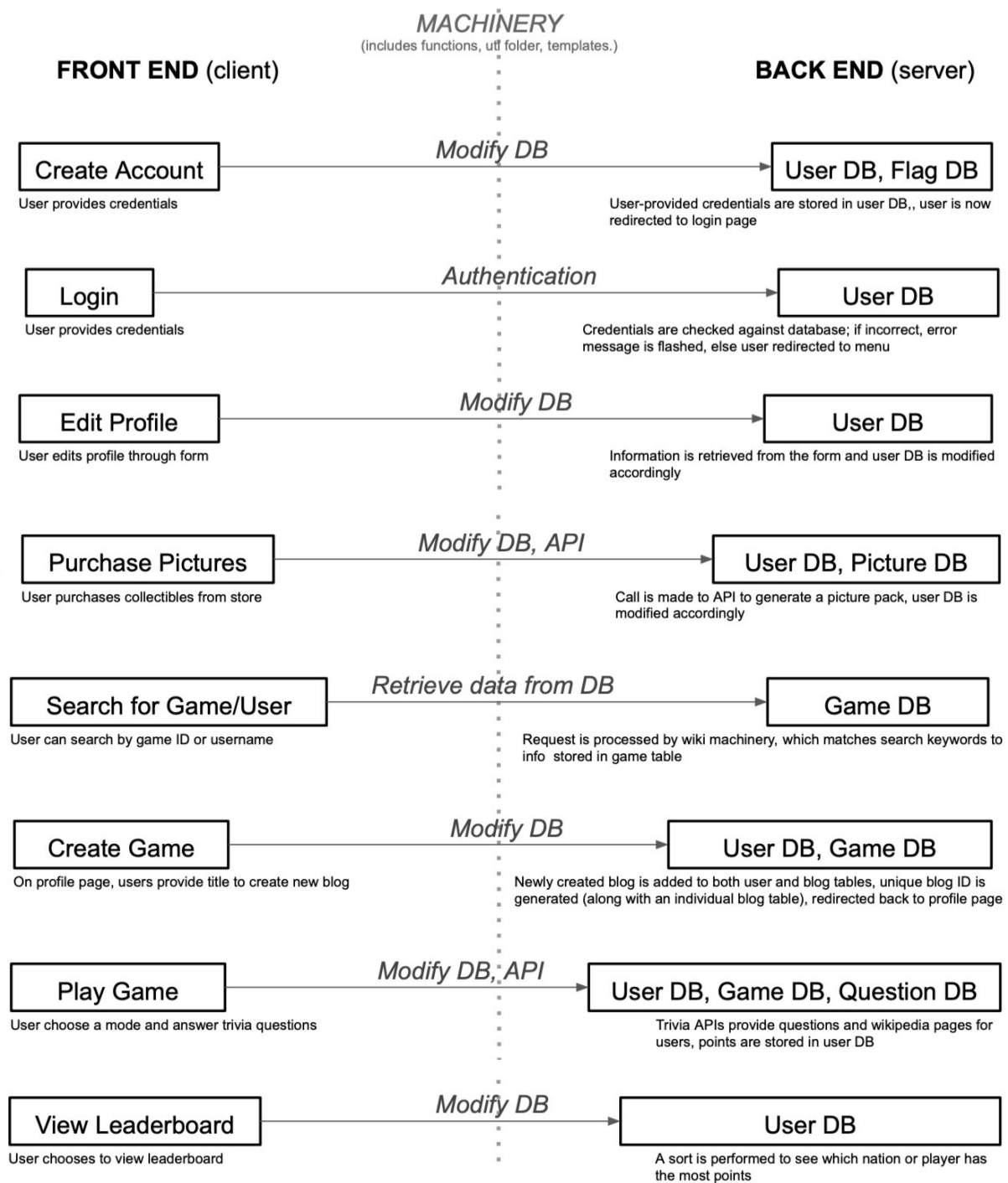
- Searching Mechanism
 - Search through game database and user database
 - Can choose to search usernames or game ID
- User Database
 - Create and update profile, including password reset and profile picture change
 - Access profile to display stats, score, money, profile picture

- Game Database
 - Start a new game or join an existing one that is not full
- Cached Databases
 - Questions - cache questions retrieved from trivia API
 - Pictures - cache picture urls retrieved from Rick & Morty API, Lorem Picsum API, and PokeAPI
 - Flags - cache pictures and country names retrieved from Country API
- APIs we are using
 - Trivia API
 - https://opentdb.com/api_config.php
 - Rick & Morty API
 - <https://rickandmortyapi.com/api/>
 - PokeAPI
 - <https://pokeapi.co/api/v2>
 - Lorem Picsum API
 - <https://picsum.photos>
 - Country API
 - <https://restcountries.eu/>

III. Site Map



IV. Component Map



V. Database Design

User Table

username	password	pic	coll	game_id	money
AZ123	pekingduc	<link to pic>	<link1>, <link2>, <link3>, <link4>	P125, T12R, T145B, P121	1200

flag	stat	score
USA	History 10 40, Entertainment 39 40	2100

Description:

username - stores username as TEXT

password - stores password as TEXT

pic - stores src of user's current profile picture as TEXT

coll - stores comma separated list of user's collection of pictures as TEXT

game_id - stores comma separated list of games that user is participating in as TEXT (see **game table** for more info)

money - stores amount of money user has as INT

flag - stores name of user's country as TEXT

stat - stores comma separated list of all categories of trivia questions, pipes indicate separation between questions attempted and questions correctly answered for that category (TEXT)

score - stores total number of points accumulated by user as INT

Game Table

game_id	participants	team1	team2	playing
122	harryPotter, Voldemort	70, harryPotter	60, Voldemort	harryPotter
134	Amanda, Jennifer11, Theodore12, James01	130, Amanda, Jennifer11	80, Theodore, James01	James01

Description:

game_id - stores ID of game as TEXT, takes the format of a letter (S for single-player, P for PVP, T for teams) plus a random number; for teams, extra letter (R or B) is appended to denote teams

participants - stores comma-separated list of the usernames of participants as TEXT

team1 - stores comma-separated list of participants, with first item in the list being the score as TEXT

team2 - see team1

playing - stores username of who is currently playing as TEXT

Questions Table (cache)

category	question	diff	choices	answer
Entertainment	"What year was Beyonce born?"	Easy	1981, 1982, 1983, 1984	1981

Description

category - stores category of question as TEXT

question - stores question as TEXT

diff - stores difficulty of question as TEXT

choices - stores different choices for question as comma-separated list (TEXT)

answer - stores answer of question as TEXT

Flags Table (cache)

country	flag
USA	<link to pic>

Description

code - stores country as TEXT

flag - stores src of image of country's flag as TEXT

Pictures Table (cache)

category	pic
R123	<link to pic>

Description

category - stores R, P or M for Rick and Morty, Pokemon, or Mystery plus randomly generated ID number as TEXT

pic - stores link to image source as TEXT

VI. Division of Labor

A. Roster

- Jackie Lin (project manager)
- Amanda Zheng (user experience)
- Junhee Lee (game developer)
- Michael Zhang (game developer)

B. Specific Task Breakdown

1. Sign In (Amanda) / Login (Michael)
 - a. Actual HTML page
 - b. Database for sign in and login
 - c. Error messages
 - d. Sign up Inquiries
2. Profile
 - a. Change password (Jackie)
 - b. Picture inventory (Junhee)
 - i. Display all pictures owned
 - ii. Picture gallery
 - iii. Select picture to be profile picture
 - c. View stats, rank, score and flag (Jackie)
 - d. List of current games that you are participating in (Junhee)
 - i. Shows who is currently playing
3. Leaderboard (Amanda, Jackie)
 - a. User leaderboard
 - i. All users ranked
 - b. Nation leaderboard
 - i. Country ranking
 - c. Country Leaderboard
 - i. Ranking of all users with same country as user in session
4. Games
 - a. Single Player game (Junhee, Jackie)
 - i. Point scoring
 - ii. Money addition
 - b. PVP (Michael)
 - i. Order of play
 - ii. Questions and scoring
 - iii. Winner
 - iv. Game database edits
 - c. Team (Junhee)
 - i. Selection of Teams
 - ii. Order of Play
 - iii. Questions and player tracker
 - iv. Winner
 - v. Game database edits
5. Store (Amanda, Jackie)
 - a. Money changes
 - b. Select category of pictures
 - c. Randomly buys a picture (could be duplicate)
 - d. Add to database
6. Search Mechanism (Michael, Jackie)
 - a. Search by usernames and display profile page of user

b. Search by game id