**CAPSTONE ONE PROJECT PROPOSAL: Sophia Macik**

**BOARD GAME MANIA:**

1. **What goal will your website be designed to achieve?** 
   1. The goal that my website will be designed to achieve will be a place to keep track of board games, information regarding these board games, and tools to help keep track of wins and losses as well as scoring. (Not positive about that last one yet as I don’t know what kind of format I can use that would be universal? I will have to do some digging into that. Other possibilities would be to have board games favorites, lists, and a leader board for most wins.
2. **What kind of users will visit your website?** 
   1. Anyone who is an avid board gamer or someone who would like to be more of a board gamer. My definition of someone who is an avid board gamer is someone who plays more than just mainstream games such as monopoly. Another idea which would be kind of fun is to create something within the site that my family and extended family members could use to keep track of our games played and a specific leaderboard. On my mom’s side I have over 60 first cousins and I lost track of second cousins but everyone enjoys playing games and so that would be a really cool feature.
3. **What data do you plan on using?**
   1. The data that I am planning on using is from the API <https://www.boardgameatlas.com>
   2. From this API I will be able to pull the information necessary to display the games, and information about the games.
4. **In brief, outline your approach to creating the project (knowing that you may not know everything in advance and that these details might change later.** 
   1. **What does your database schema look like?**
      1. This is a base idea of a schema. I would have to do some more work on this including connecting the tables and adding relationships. I could have a couple more tables that have favorites and/or wishlist or their might be a better way to do this. Also may one for groups if I went that route. I am not sure how a leaderboard would be decided so I will have to work on that further.
         1. Table Users
            1. Id
            2. Email
            3. Password
            4. Username
         2. Table Genre
            1. Id
            2. Name
         3. Table Creator
            1. Id
            2. Name
            3. Country
         4. Table Language
            1. Id
            2. Name
         5. Table Game
            1. Id
            2. Name
            3. Year\_published
            4. Maker\_id
            5. Min\_players
            6. Max\_players
   2. **What kinds of issues might you run into with your API?**
      1. Will have to think about this a little more. I think the issue I will run into most likely is integration issues.
   3. **Is there any sensitive information you need to secure?** 
      1. The sensitive information would be passwords from the users. That would be sensitive. Maybe if I implemented groups that would be password sensitive as well? Things that are not necessarily “sensitive” sensitive as in problematic with being hacked but things that I would want to have the users only have access to would be favorites and maybe or maybe not wish list.
   4. **What functionality will your app include?** 
      1. Create a favorites list
      2. Wish List
      3. Leaderboard
      4. Groups?
      5. Scoring table for games that automatically uploads information when the game is completed.
      6. Could also in theory do something where individuals could talk about and post about games? Discussion board?
   5. **What will the user flow look like?** 
      1. Access to board game information automatically
      2. Create user to get access to more information.
         1. Login
         2. Logout
         3. Access favorites list
         4. Access wish list
         5. Customize a leaderboard with games
            1. Or maybe just when you play a game it is automatically uploaded to your leaderboard??
         6. Groups?
            1. What would this entail?

Members having access to a specific group.

Password

Name of the group etc

Maybe a chat and a leaderboard specifically for the group?

Could have a group admin set up a leaderboard specific to that group.

* 1. **What features make your site more than CRUD? Do you have any stretch goals?** 
     1. Definitely a leaderboard would be more than just CRUD
        1. This would be handling data
     2. A group with features could also be more than just crud as well depending on what information I want to display and have them be able to interact with.
     3. Also a scoreboard that you could use with a game would be more than just CRUD.
     4. Some of these I would consider stretch goals. I am not sure how time consuming or realistic some of these are. However, another stretch goal could be to integrate the personality api and then create an internal application which allows users to find board games by their personality type.