

Adorable Macho Elephants: Prattay, Joseph, Kevin, Anjini

SoftDev

Period 07

2022-12-05

target ship date: 2022-12-19

Rest APIs:

- Deck of cards api
 - Provides a deck of cards and the ability to draw from it, shuffle it, etc
- CountAPI
 - For keeping track of player stats like number of wins, number of cards played, number of cards drawn.
 - We might be able to use the fact that you can access the same counter from multiple devices simultaneously to do some stuff
- DictionaryAPI
 - For audio. This api returns pronunciations of words, so we might be able to string together a sentence. Could be used on win / lose screens or anywhere where additional emphasis would be helpful

Program components

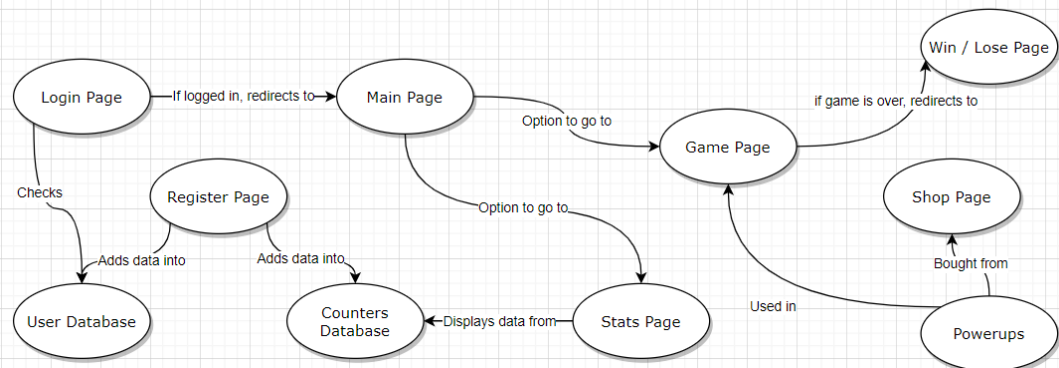
- Login and registration page
- Main page: Where the player goes to access the other pages
- Game page: Where the game is played
- Shop page: Displays a list of power ups that the user can buy
- Win and lose page: Appears after a game is finished and prompts the user to return to the main page
- Powerups: Adds spice to the game
- Stats page: Displays statistics and a leaderboard
- Users database: Stores usernames and passwords
- Counters database: Stores counter urls for each user

Relation between components

- Login page and registration page store username and password, but also create namespaces for countAPI
 - Each user is assigned namespaces, which are tied to counters, that will increment every time the user draws a card, or something like that
 - The counters database will keep track of the urls of each player's counters
- Upon logging in, the user will be sent to the main page, from which they can go to the game page, stats page, or shop page

- The game page will use the deck of cards API to get images for each card and keep track of the number of cards remaining
- The game will be played through buttons that you click to confirm your actions. These buttons will increment their corresponding counters, and this data will be shown on the stats page
- The stats page will show data specific to the user, as well as a leaderboard with users who have the highest wins / most cards drawn, etc
- The shop page will have powerups you can buy and use in game
- The win and lose pages will prompt the user to return to the main page

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Database organization (Back-end)

- Users database

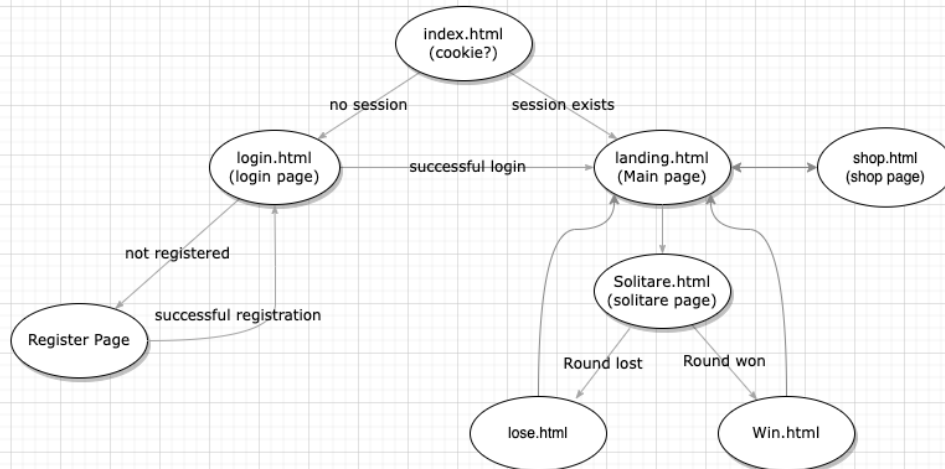
Username	Password
sana	isthebest

- Counters database

User	Namespace	Cards drawn	Cards played
sana	mynamespace	https://api.countapi.xyz/get/mynamespace_cardsdrawn	https://api.countapi.xyz/get/mynamespace_cardsplayed

Website Map (Front-end)

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CSS & Front-end Framework

Framework: Foundation's grid system seems more intuitive than Bootstrap's and it could be useful for creating a layout for solitaire or some other card game

Tasks

- Create html and database for login and registration page: Prattay
- Create database for storing user stats and a way to automatically generate namespaces for users: Anjini, Joseph, Prattay
- Add a shop and functionality for all the powerups: Kevin, Joseph
- Create a system for playing solitaire / other card game: Joseph, Anjini
- Html for main page: Anjini
- Html for stats page: Kevin
- Html for game page: Joseph,

Really really big stretch goal: maybe find a way to incorporate multiplayer. There is the possibility it might be doable using countAPI, because the counter is tied to a url that can be accessed by anyone