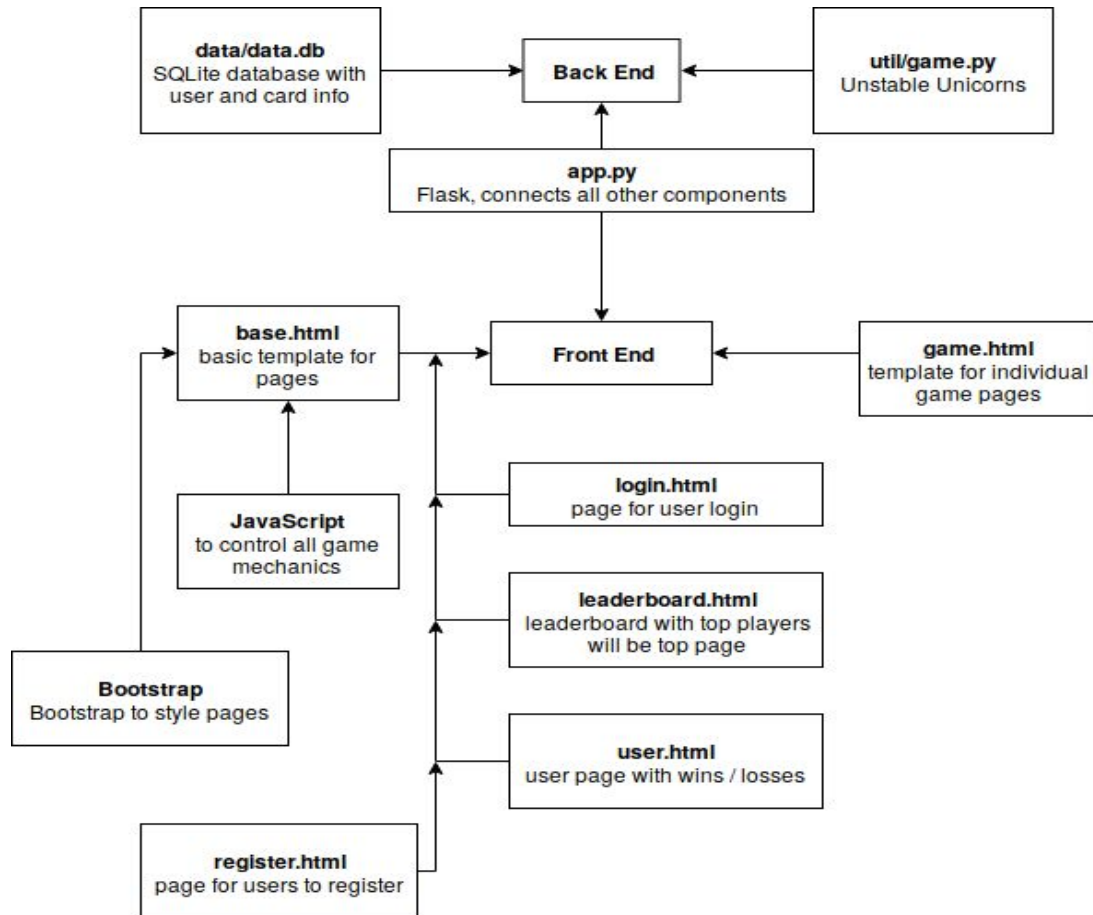


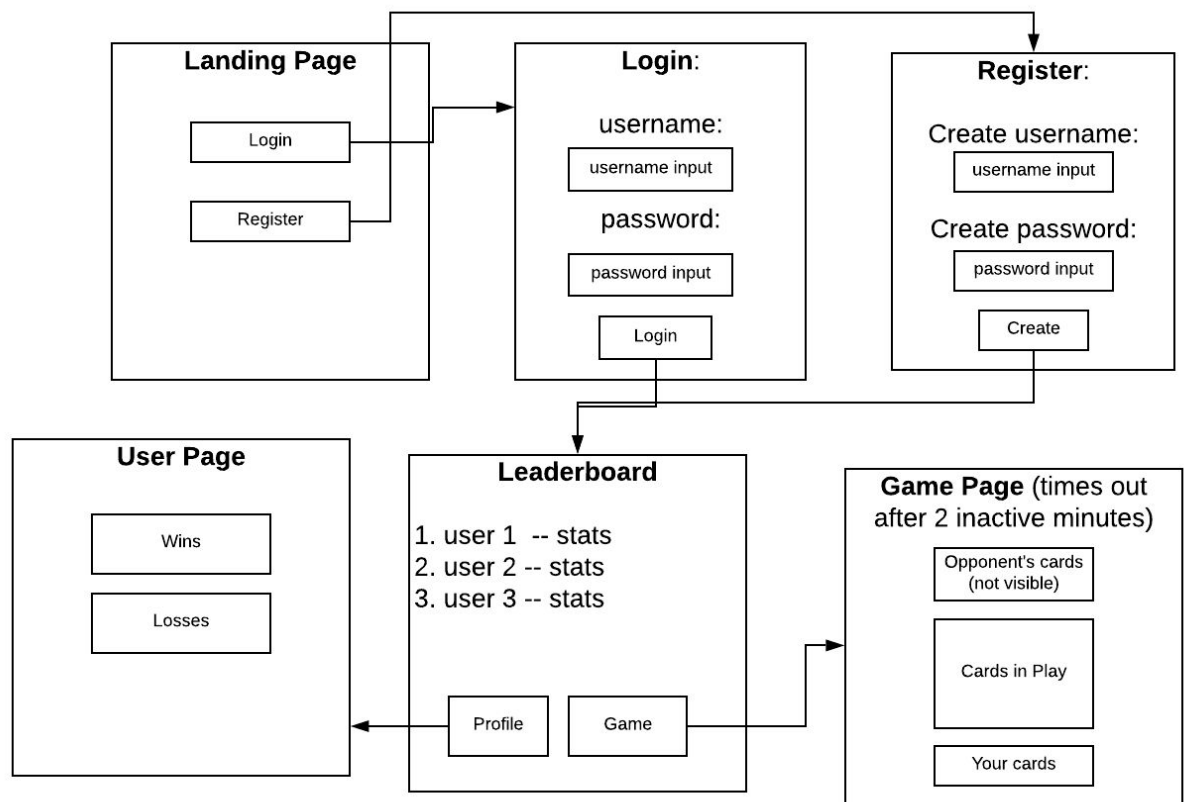
Catatonic Cereal

- Purpose
 - Catatonic Cereal is based off of the popular card game Unstable Unicorn.
- Catatonic Cereal is a 2 player game (might be expanded in the future). There will be 3 types of cards: cereal, magic, and enhancements. Each player starts the game with 4 cards.
 - The objective of the game is to have 7 unicorn cards in the stable at the end of your turn
 - When it is a player's turn, they start in the beginning phase where an action might occur based on the cards they have played beforehand (explained later).
 - After the beginning phase, the player draws a card from the deck and enters the action phase. The player then has the option to play a card or draw another card.
 - If the player decides to play a unicorn card, they place the card upright in front of them into what we'll call their bowl. Some unicorn cards have certain conditions which must be met before they can be played, and some will cause a special action when they are in a player's stable (discard a card, steal a card, draw a card during beginning phase, etc.).
 - If the player decides to play a magic card, anyone who is affected by the card's action must do what is instructed by the card. The card is then placed in the discard pile.
 - If the player decides to play an enhancement card, of which there are two types, they can either place an upgrade, the first type, into their own bowl or a place a downgrade, the second type, into the other player's stable. There is no limit to the number of upgrades or downgrades a player can have. When it is a players turn, they must fulfill the requirements of the upgrade and downgrade cards in their stable.
 - After the action phase, if the player has more than 7 cards, they must place cards into the discard pile at their choosing until only 7 remain. Their turn is now over and the next person starts their turn.
 - Some cards can make a player discard cards from their hand or bowl, in which case they will go to the discard pile

- Component Map



- Site Map



- Database Schema

TABLE users

username	password	wins	losses
TEXT	TEXT	INT	INT

This table will store all the user data required to login and look at stats.

- Frontend Framework

- We will be using Bootstrap because the team is more familiar with it in general.

- Roles

- Fabiha - PM (miscellaneous coding tasks)
- Imad - Game mechanics (Frontend, JS), Backend (Game, Flask routing, app.py)

- Rachel - Frontend (Website design, card design), Backend (Flask routing, Game, app.py)
- Mai - Backend (Database implementation, Game, Flask routing, app.py)

TIMELINE

	FRONTEND / JS END	GAME	BACKEND
MAY 12-18	Finish all cards, Database implementation, Figure out Websockets		
N 05/23/19	Address devlog feedback		
M 05/13/19	Websockets (How they work) Basic Templates (base.html, login.html, register.html)	Card Image Collection, Card Design, Game (Python, JavaScript)	Database Implementation
T 05/14/19			Game (Python) Flask routing (login, signup, creating a game (invitation code)), Droplet + Server
W 05/15/19			
R 05/16/19			
F 05/17/19	Websockets (Implementation)		
S 05/18/19			
MAY 19-25	General work		
N 05/19/19	Templates (game.html (canvas, SVG), lobby.html)	Game (Python, JavaScript)	Flask routing, Game (Python), Droplet + Server
M 05/20/19	Game (JavaScript) Websockets (Implementation)		
T 05/21/19			
W 05/22/19			
R 05/23/19			
F 05/24/19	Debugging		
S 05/25/19	Game (Python, JavaScript), Websockets (Implementation), Droplet		
MAY 26-JUNE 1	Remaining Work, Website design, Finishing touches, Droplet		
N 05/26/19	Game (Python, JavaScript), Websockets (Implementation), Droplet		
M 05/27/19	Website Design	Cards and In Game Design	Game (Python), Droplet + Server
T 05/28/19			
W 05/29/19			
R 05/20/19			
F 05/21/19	Debugging		
S 06/01/19	WORK ON YOUTUBE VIDEO TOGETHER		
N 06/02/19			

N	M	T	W	R	F	S
12	13	14 rachel (B)	15 rachel (O)	16 fabiha (O) imad (O)	17 mai (O)	18 mai (D)
19 rachel (D) mai (D)	20 rachel(O)	21 rachel(O)	22	23	24 fabiha (O) imad (O) mai (O)	25
26	27	28	29	30	31	1
2	3	4	5	6	7	8

O - out (absent)

B - busy (after school)

D - dead

Cereals:

Corn flakes -

Cinnamon Toast Crunch -

Frosted Mini Wheats -

Lucky Charms -

Cocoa Puffs -

Frosted Flakes -

Raisin Bran -

Rice Krispies -

Honey Nut Cheerios -

Oatmeal Squares -

Froot Loops -

Apple Jacks -

Fruity Pebbles -

Reese's puffs -

Special K -

Honey Smacks -

Captain Crunch -

Honeycomb -

Trix -
Corn Pops -
Kix -
Cookie Crisp -
Life -
Honey bunches of oats -
Cocoa krispies -
Peanut Butter puffins -
Golden grahams -
Count chocula -
Cocoa pebbles -
Oreo o's -
Krave -

Magic

Unicorn Poison - Spoiled Milk
Back Kick - Splash Back
Change of Luck - Go to the Supermarket
Glitter Tornado - Milk Whirlpool
Unicorn Swap - Cereal Swap
Re-target - “
Unfair Bargain - “
Two-for-one - “
Targeted Destruction - “
Mystical Vortex - Cereal Recall
Good Deal - Sale
Shake Up - Cereal Mix
Blatant Thievery - “
Reset Button - “

Upgrade
Rainbow Mane - Sugar Overload
Extra Tail - Extra Spoon
Glitter Bomb - Marshmallow Bomb
Yay - ???????
Unicorn Lasso - Taste Test
Rainbow Aura - Metal Bowl
Double Dutch - 2nd meal
Summoning Ritual - “

Downgrade
Barbed Wire - Leaky Spoon
Pandamonium - Catastrophe
Sadistic Ritual - “
Slowdown - “
Nanny Cam - “
Broken Stable - Broken Bowl
Blinding Light - Dropped Spoon
Tiny Stable - Tiny Bowl

Neigh - ???