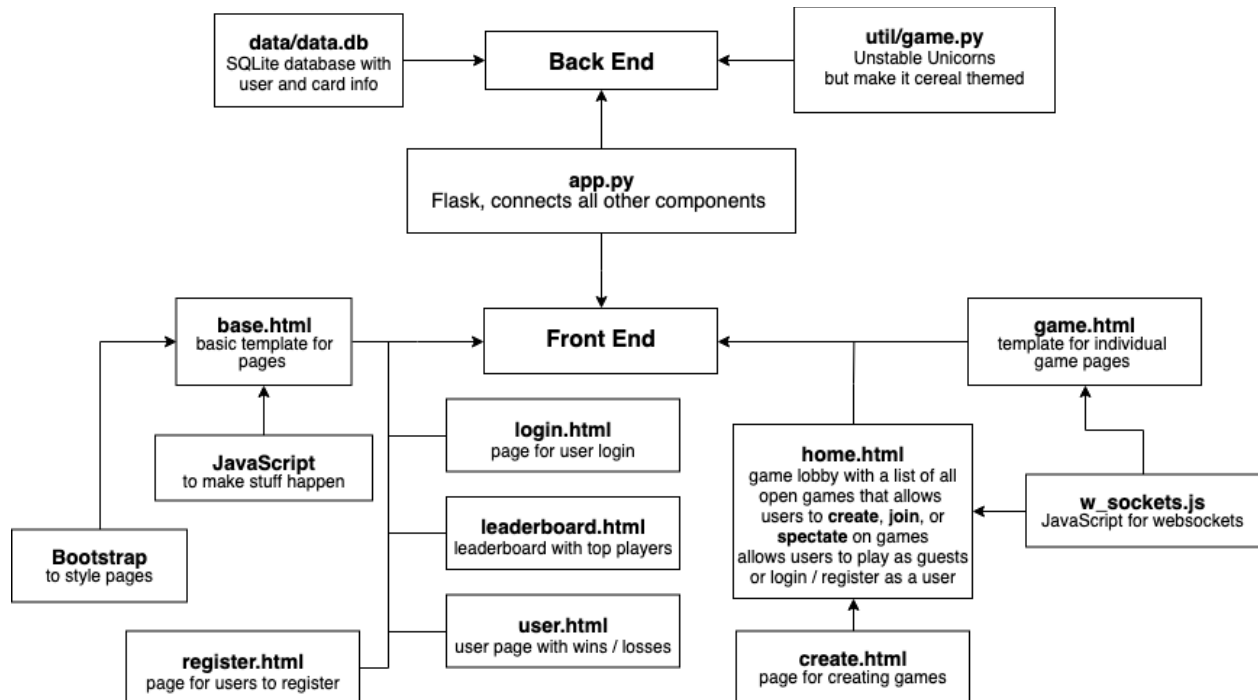


Catatonic Cereal

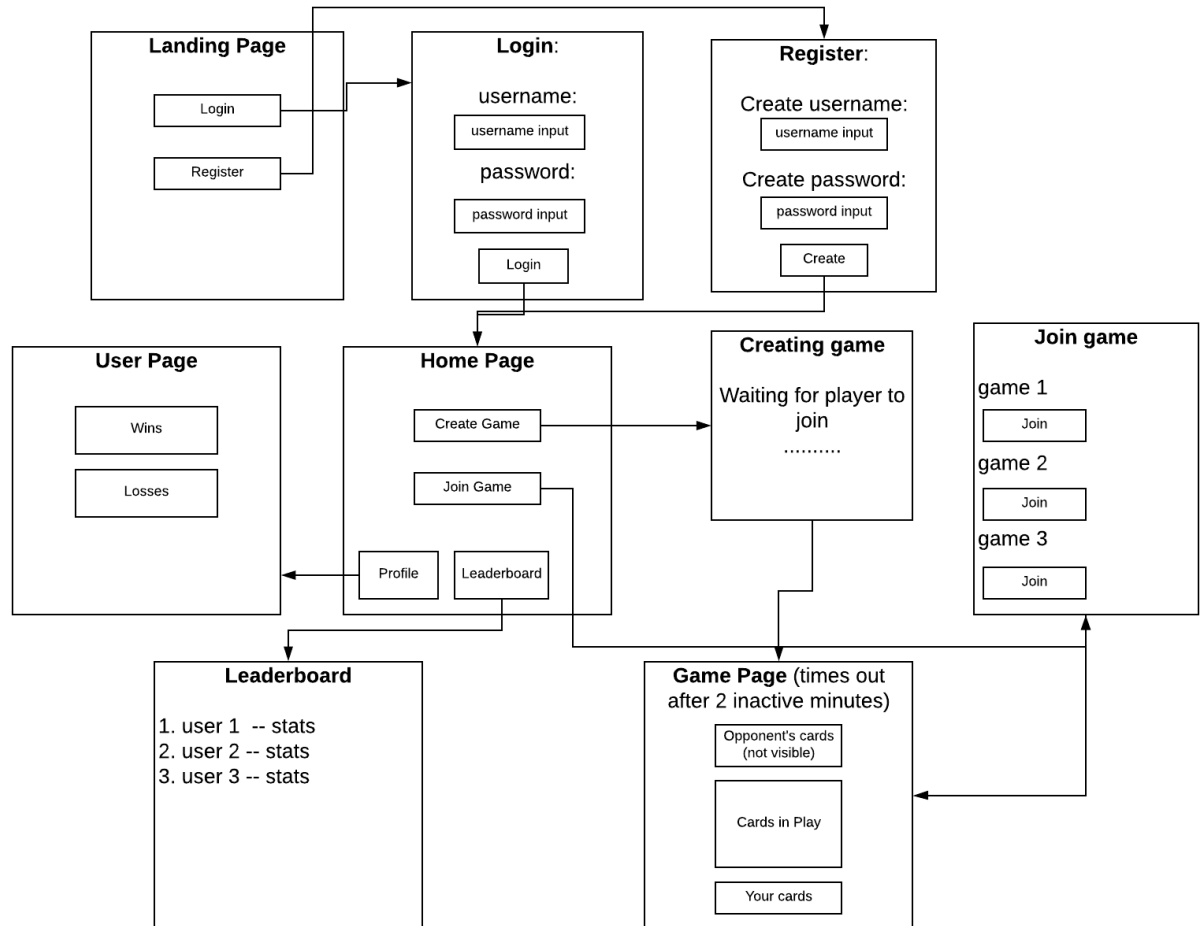
- Purpose
 - Catatonic Cereal is based off of the popular card game Unstable Unicorns, but instead of unicorns being the theme, our game will be centered around different types of cereal.
- Catatonic Cereal is a 2 player game (might be expanded in the future). There will be 3 types of cards: cereal, magic, and enhancements. Each player starts the game with 4 cards.
 - The objective of the game is to have 7 cereal cards in your bowl 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 cereal card, they place the card upright in front of them into what we'll call their bowl. Some cereal 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 bowl (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 bowl. 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 bowl.
 - 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.

- TABLE cards
 - UNIQUE ID card
 - TEXT description
 - TEXT type
 - INT effects

This table will store the unique type of cards that can be set in play.

- 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)

Components of Game

- Can login (to save wins, losses, scores, etc.) or play as a guest
- User profile has record of wins, losses and draws
 - **EXTRA: LEADERBOARD**
- On home page you can join a game or start a new game
 - Websockets
- Two players per game
 - Players will continue waiting until a match is found / someone joins the game
 - When a player is inactive for more than 2 minutes without the timeout / pause button being pressed, the game will player
 - **EXTRA: ADD MORE PLAYERS**
4 players, etc.
- **EXTRA: EXPANSION PACKS**

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)	Card Image Collection, Card Design	Database Implementation
T 05/14/19			Websockets (How they work)
W 05/15/19		Card Image Collection, Card Design	Game (Python) Flask routing
R 05/16/19			
F 05/17/19			
S 05/18/19	Basic Templates (base.html, login.html, register.html)		
MAY 19-25	General work		
N 05/19/19	Templates (game.html, home.html)	Game (Python)	Game (Python)
M 05/20/19	Game (JavaScript) Websockets (Implementation)		
T 05/21/19			
W 05/22/19	Debugging		
R 05/23/19	Game (JavaScript) Websockets (Implementation)	Game (Python) Websockets (Implementation)	Game (Python) Websockets (Implementation)
F 05/24/19			
S 05/25/19			
MAY 26-JUNE 1	Website design, Finishing touches		
N 05/26/19	Debugging		
M 05/27/19			
T 05/28/19	Website Design	Cards and In Game Design	Game (Python)
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			