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SoftDev
P04 -- Le Fin Design Doc
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Project Description:

A two-player game that resembles the Guess Who board game, where players ask questions and use the process of elimination to try and figure out who the other player's assigned person is. The first person to do so is the winner. Users can play with each other using separate servers that are running at the same time and interact through them.

Game Mechanics:

1. Two users will be presented with the same board of 24 people. Each player chooses a different person for which the other player has to guess (ex: Player I must guess Player II's person).
2. Player I and Player II will take turns asking each other any questions (preferably yes or no questions) that can help them guess who their person is.
3. During their turn, the player can cross off options that do not fit the description of their mystery person or choose who they think it is for a chance to win.
4. The player can guess instead of asking a question during their turn. If they guess incorrectly, the next player goes. The game ends when one of the players guesses the other's character.

Program Components:

- Jinja2
 - Create a layout for web pages the user will interact with
 - Renders templates to populate the website with some user-specific information.
- Bootstrap:
 - Builds a responsive website with CSS and JS templates that makes designing the website easy
- Flask
 - Uses Jinja2 and HTML templates to create the web pages that the user will see and interact with
 - Pulls data from the database in order to populate user's profile information
 - Will get username and passwords from the front end when a user logs in or registers
 - Will create sessions for each user when they are logged in
- SQL Database
 - Keeps track of login user information
 - (possibly) Questions and answers stored in datatables to be sent through sockets

- Javascript
 - Create the clickable board of different people using arrays
 - Buttons for choosing the action that the user wants to take (“guess who” or “eliminate”)
 - Buttons for answering the yes or no questions
- Ajax
 - Enables communication between players via the chatbox
 - Allows JS to interact with the database for checking if a player has won
- Features
 - If it’s not the user’s turn, they don’t have access to some feature
 - Board (containing pictures and names)
 - Chatbox

Database Organization:

Users:

id (integer primary key)	username (text)	password (text)
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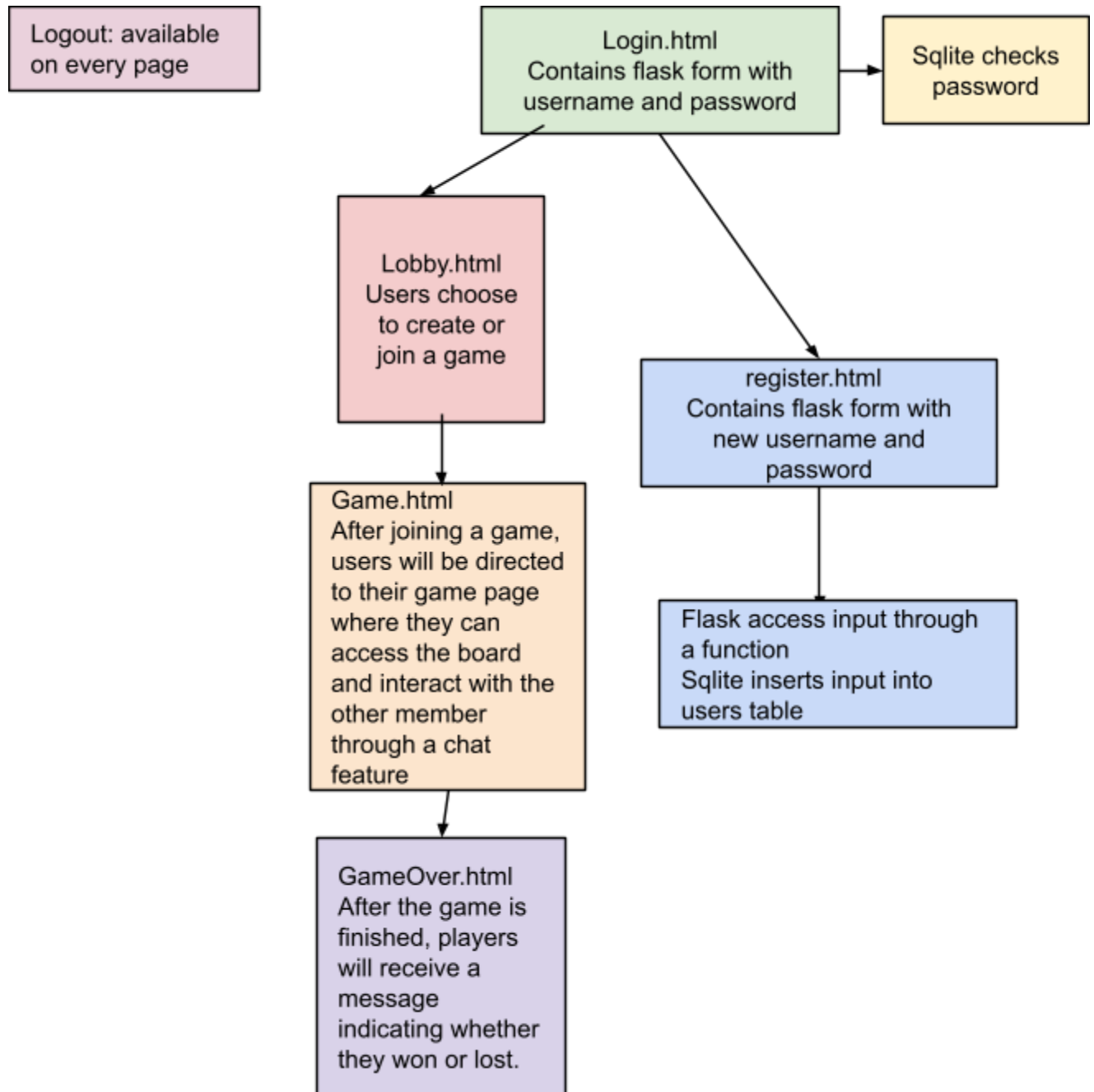
Chatbox+game_id:

id (integer primary key)	username (text)	message (text)	chat (text)
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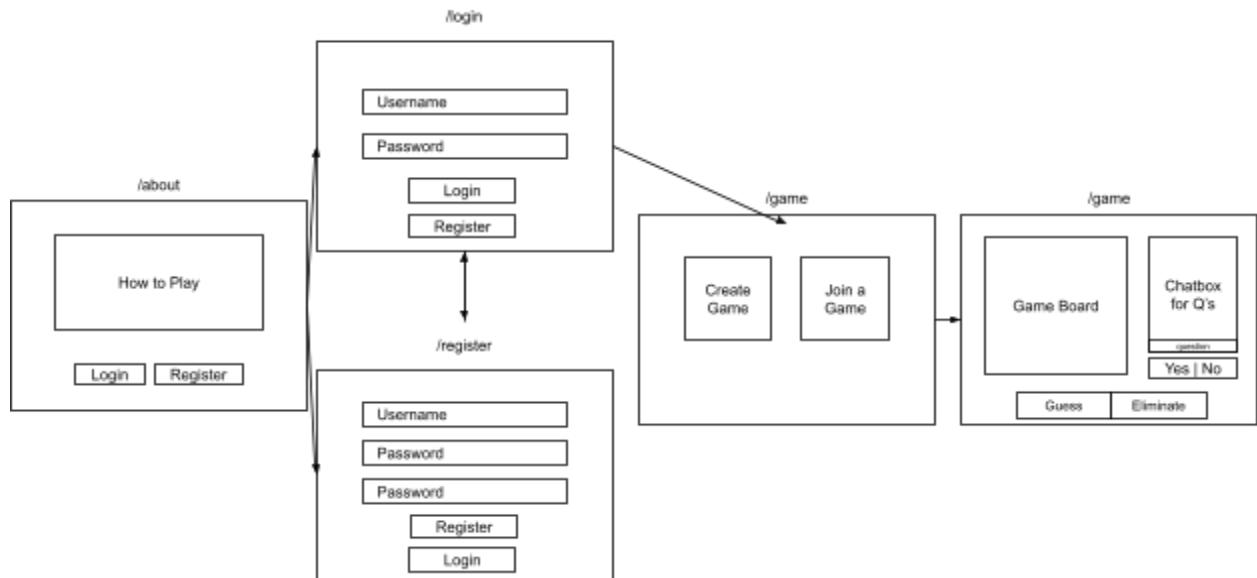
Games:

id (integer primary key)	number of players (int)	player1 (text)	player2 (text)	turn (text)	mystery1 (text)	mystery2 (text)	winner (text)
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Component Map:



Site Map/Templates:



Task Division:

- ☐ Default board with downloaded images (Rachel)
- ☐ Update chatbox database with questions using AJAX (Michelle)
- ☐ Buttons to either eliminate people or guess the person (Michelle)
- ☐ Choose a character for each player (Sadid)
 - ☐ Store that somewhere and check it against each players' guess
 - ☐ If only one character stands for a player, that is the player's guess (will be checked on their next turn)
- ☐ Allow players to join one game (Rachel)
 - ☐ One player creates the game and another joins via the ID
- ☐ End game screen when one player wins (Michelle)
 - ☐ Use AJAX to update the datatable with winner

Target Ship Date: June 10th, 2022