

Silly Billy Likes Willy: Selena Ho, Wanying Li, Vivian Teo, Anthony Sun
Project #5

Ship Date: 6/13/23

General Idea:

This is a two player game using websockets (dynamic page updating without refreshing) where each player controls a bird using arrow keys. The goal of the game is for the player's bird to poop on the other player's bird. The birds naturally fall down with gravity and players can make the bird stay up in the air by flapping with the up arrow. If birds exceed the top of the screen, they reappear at the bottom, and vice versa (like in Pac-Man). This does not happen with the poop to allow for the potential to outmaneuver one's opponent. Left and right arrows make the birds move left and right, respectively. Pressing the down key makes the bird poop vertically downward. There's a cooldown, limiting how often each bird can poop. We're still deciding on whether the winner is decided by first to a certain amount of poops landed on the other bird or whether it's most poops within a timeframe. Birds and people (stretch goal) are animated (2-4 images/sprites).

Name: Flappy Turd

Component Map:

game.html - where the 2 players play the poop game. Display game using <canvas> element
home.html - first page user comes across, can join a game/start a new game on this page and navigate to game.html (where you play the game)

- Starting a new game gives the user a join code to give the other player
- Joining a game allows the user to enter a join code to join an existing game
- User manual allows the user to learn how to play the game

room.html - waiting room where users wait for each other to be ready to start the game

winner.html - displays winner to users after someone wins a game, allows users to go back to home page

script.js - connects to websockets, sends data to the server, check when user clicks keys

client.js - connects to websockets, gives user a join code, allows user to join a game using their join code and username

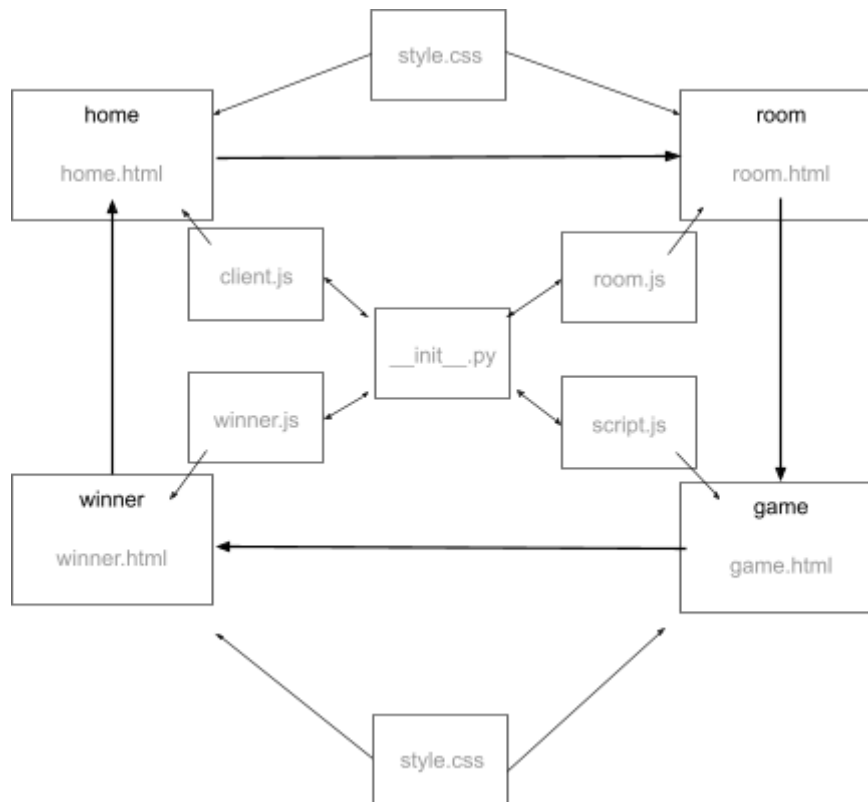
room.js - connects to websockets, displays who is in the room, checks when both users have checkboxes that indicate they're ready to play, redirects them to the game page when they're ready

winner.js - redirects users to the home page after the game

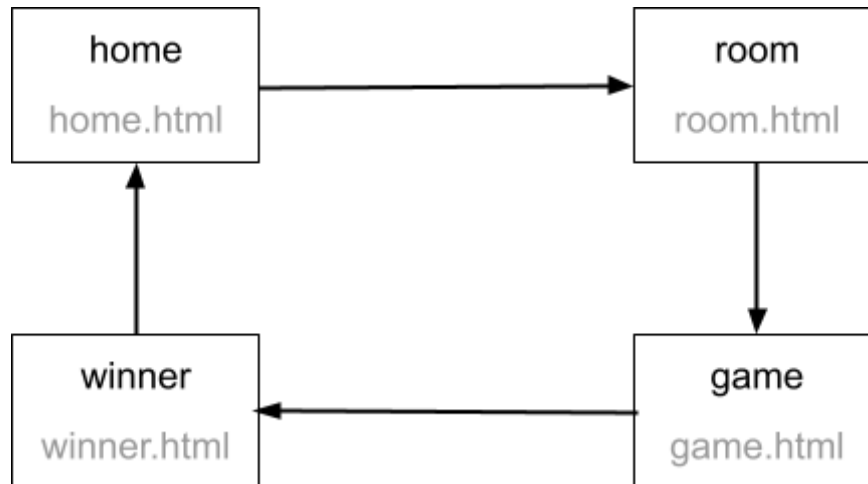
style.css - make html files pretty

__init__.py - run flask app

Component Map:



Site Map:



Stretch Goals:

- Add music
- Add a gamemode to poop on humans walking below
- Add a settings page (settings.html) to control volume, music, gamemode

Breakdown of Tasks:

- Selena: home page, waiting room page, websockets
- Wanying: Home page, waiting room page, websockets
- Anthony: Integrate websockets into gameplay, deploy app on droplet
- Vivian: Draw sprites and animate birds on canvas element, create controls for birds, populate canvas with background elements, like ground, sky, clouds, trees
- All: Learn websockets

Frontend Framework: Bootstrap (more comfortable with bootstrappy)

APIs used: None :)