

Stardrop Design Doc

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S.T.A.R.D.R.O.P

Space-Time Adventurer **Recharge, Drink, Repair** Omniship Port

Our project aims to simulate a bartending experience using the BoozeAPI to acquire drink recipes (which has a non-alcoholic query filter so we can make a toggle for alcohol) and after customers order, the returned drink information will allow the player to click the appropriate ingredients and drink glass. We thought of a short backstory that places the bar in space, and we will use the WhereTheISSAtAPI to tell the player what city the bar is currently above. Since the bar is in space, we decided customers will pay in gold, which will be converted to USD using the GoldAPI, where we can also use the given historical data to match it with the ISS location at different times (allowing us to perhaps add a time travel function).

COMPONENTS:

`__init__.py` [Author: Jalen + Kiran]:

Contains Flask app. Changes between HTML files. Creates database.

`game_state.py` [Author: Alvin + Kiran + Jalen]:

Contains game information and interacts with the database. Stores all static game information (i.e. NPC dialogue/drink prices). Interacts with API and database to query for data and change HTML.

`index.html` [Author: James]:

Template for the landing page. Displays button to create account, button to log in and button to start game.

`game_scene.html` [Author: Alvin + James]:

Displays the actual game. Layered images to display graphics and buttons to interact with the game or go back to home. Takes information from `game_state.py` to display correct information. Changes database to save account game data.

`login.html` [Author: James]:

Takes input to log the player in. Checks database.

createaccount.html [Author: James]:

Takes input to create an account and changes the database.

player.db [Author: Kiran + Alvin]:

Stores game information for each account. Each char_x_interact stores how many interactions with each customer (if we have enough time.)

DATABASES:

Players		
TEXT	username	PK
TEXT	name	
TEXT	password	
FLOAT	money_earned	
INTEGER	char_1_interact	
INTEGER	char_2_interact	
INTEGER	char_x_interact	
DATETIME	time_period	
BOOL	alcohol_on	

FRONT-END FRAMEWORK:

Foundation: We chose Foundation for its convenient, straightforward documentation and “building blocks” (BB) codes since we plan to use minimal frontend, replacing it with layered images instead. After implementing the CDN, the BB HTML and CSS structure can be copy-pasted onto our design pages to effectively create the *foundation* that we build on.

APIs:

BoozeAPI: <https://boozeapi.com/>

Returns drink information which will change the price of the drink and image displayed.

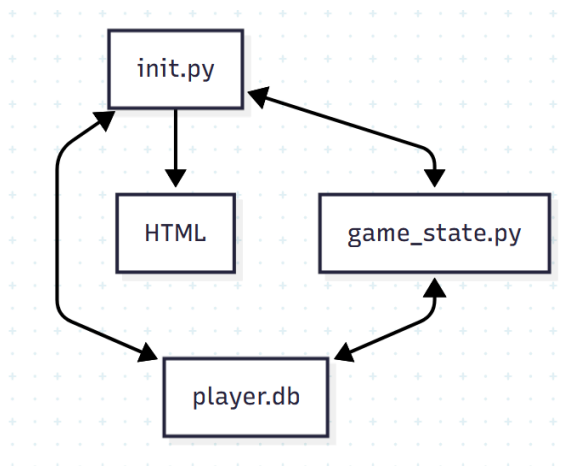
WhereTheISSAtAPI: <https://wheretheiss.at/w/developer>

Returns the city that the bar is above at the time the player time traveled to.

GoldAPI: <https://www.goldapi.io/>

Returns how much gold a drink is worth at the time the player time traveled to. This amount is added to the money the player has earned since all customers will pay in gold.

COMPONENT MAP:



SITE MAP:

