**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 and after customers order, the returned drink information will allow the player to click the appropriate ingredients. We thought of a short backstory that places the bar in space, and we will use the WhereTheISSAtAPI to tell the player what coordinates 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 the bar to move through time and space. Alcohol can be toggled on and off. Making drinks that the customers like will increase a hidden score of how much they like you, increasing the amount of tips you can earn. Restocking the store happens each “day” after you take the order of each customer once.

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## COMPONENTS:

### __init__.py [Author: Alvin + Kiran]:

Contains Flask app. Changes between HTML files. Asks other python files for data to display onto the HTML files.

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

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

### recipes.py [Author: Alvin + James + Jalen]:

Stores information on ingredients on hand, how much each ingredient costs, and the “flavor” of each ingredient.

### index.html [Author: James]:

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

### game_scene.html [Author: Alvin + Kiran + Jalen]:

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.

### settings.html [Author: James]:

Changes username, password, and toggles alcohol.

### register.html [Author: James + Kiran]:

Takes input to create an account and changes the database.

### data.db [Author: Kiran]:

Stores game information for each account. Each char_x_interact stores how much the character likes you.

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**DATABASES:**

| Data | | |
|---|---|---|
| TEXT | username | **PK** Identifier for each player account. |
| TEXT | password | Password for account. |
| REAL | money | Money earned from sales. |
| INTEGER | santa_opinion | How much Santa likes you. |
| INTEGER | cowboy_opinion | How much the cowboy likes you. |
| INTEGER | pirate_opinion | How much the pirate likes you. |
| TEXT | supplies | JSON dictionary for how much stock the player has. |
| TEXT | order_counter | Counts the number of orders before a restock |

| Data | | |
|---|---|---|
| TEXT | username | **PK** Identifier for each player account. |
| TEXT | date | Date in MM/DD/YYYY form |
| REAL | conversion_rate | Stores conversion rate between gold and USD to reduce API calls |
| BOOL | alcohol_on | Toggle for alcohol in drinks. |

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**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. We will however, need many buttons, resizable containers to hold the images, and a switch for the alcohol toggle.

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**APIs:**

BoozeAPI: https://boozeapi.com/

Returns drink information which will change the price of the drink and image displayed using the returned ingredients list.

WhereTheISSAtAPI: https://whereistheiss.at/w/developer

Returns the coordinates that the bar is above at the time the player time traveled to (essentially replacing the ISS with the bar for simplicity).

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

Returns how much gold a drink is worth at the time the player time traveled to. Converted to the nearest cent, each NPC will pay in one tenth gram gold coins.

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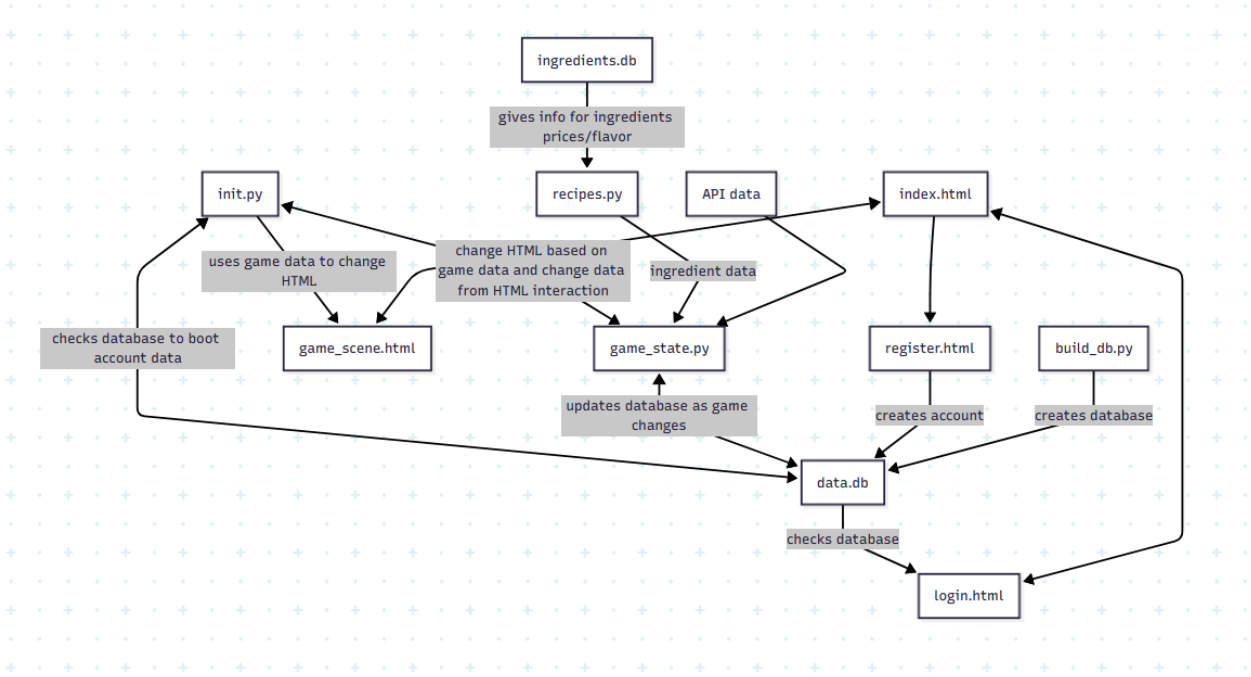
## COMPONENT MAP:

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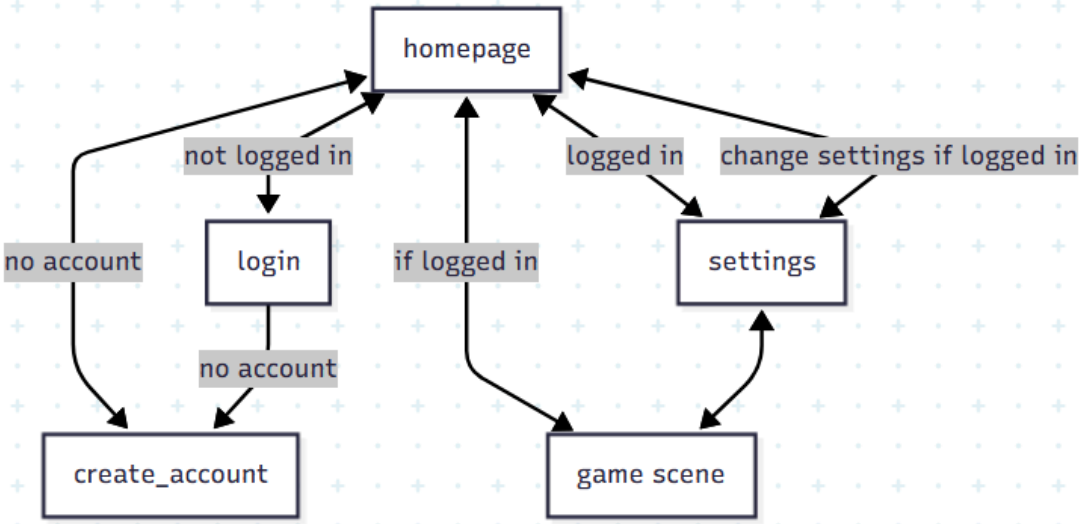
## SITE MAP:


homepage
not logged in
logged in
change settings if logged in
no account
login
if logged in
settings
no account
create_account
game scene