

PulsePlus v3

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P5 - This is the End

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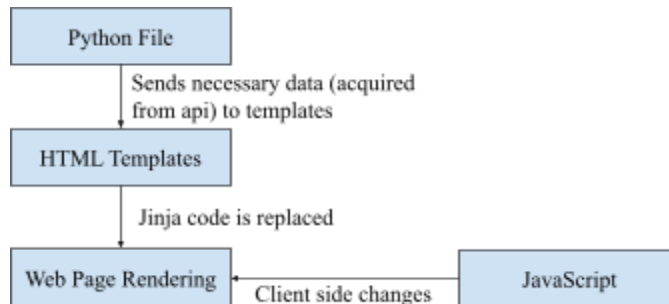
### Program Components

- **Flask:** The framework for the web-based app which connects the frontend to the backend
- **HTML, CSS, and Jinja:** Styles the frontend pages
- **Python file:** Connects Flask with our web pages
- **Bootstrap:** Adds extra styling to HTML pages
- **JS:** Allows for client-side interactions that doesn't require the webpage to restart (Score keeping for jeopardy)

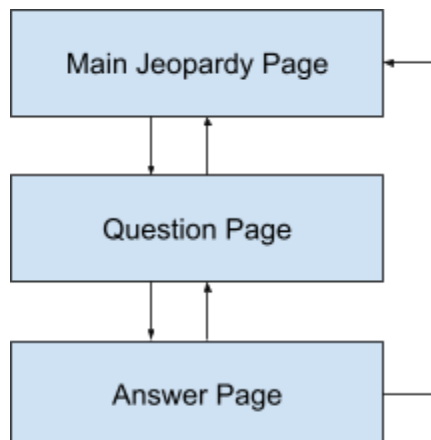
### APIs:

- Open Trivia: provides trivia questions with varying difficulty levels

### Component Map



### Site Map



- Main Jeopardy Page:
  1. Users set up a board of cards by selecting question categories, scoring rules, other settings.
  2. Start game button -> update Main Jeopardy page with canvas containing cards.
  3. A card is clicked on -> Question Page
- Question Page: Display question of a card that the user clicked on.
- Answer Page: Display the correct answer. User managing the game clicks + or - button for teams that attempted to answer the question based on if the teams' answers are correct to update scores. When the teams are done with a question, user can click on a button to go back to the board of cards.

### **Breakdown of Tasks + Deadlines(TBD)**

- Victoria: front end (HTML, CSS, JS, Bootstrap), draw Jeopardy cards with canvas functions (~3 days)
- Pak: Methods for getting info from api (~2 days)
- Ryan: Methods for keeping track of scores and rendering them (default and custom) (~2 days)
  - Default: getting questions right gives points based off difficulty, no penalty for wrong answers
  - Custom: client controls points
- Renee: Methods for setting up the board (choosing question categories) (~2 days)