

# Software Development Final Project

## Team Name: Stereolsomers

Team Members: Xing (PM), Md, Jackie, Manahal

### **About**

Essentially the cookie clicker game where you have a giant cookie on the left hand side of the screen that the user can click to generate cookies which will be counted. Using a certain number of cookies, the user can buy items from the store which will help them generate cookies automatically on specified time intervals. Achievements will be tracked and there will be a leaderboard. This means that users must create an account, which will keep track of the cookies they have made. A weather API will be used in order to determine the theme of the page.

### **Program Components**

#### **Flask:**

- /: has info about the game and our team. Also contains leaderboard and credits
- /game: this page will be the game route
  - Will redirect to login page if not logged in
  - Displays number of cookies user has
  - Displays list of upgrade buttons
  - Displays purchase buttons for cookie generators
- /login: login page
- /register: register page

#### **JS:**

- Big Cookie
  - Event listener button: each time clicked, adds cookies to “bank”
- Generators
  - Event listener buttons: each time clicked, increments generator, spends cookies from “bank”
  - Makes cookies automatically for user over time
- Upgrade buttons
  - List of Event listener buttons: clicked once, improves cookie making values
  - updateClickValue(): increases cookie click value
  - updateGenValue(): increases generator value
- Cookies per second calculator
  - Determines how many cookies made per second based on purchases and upgrades

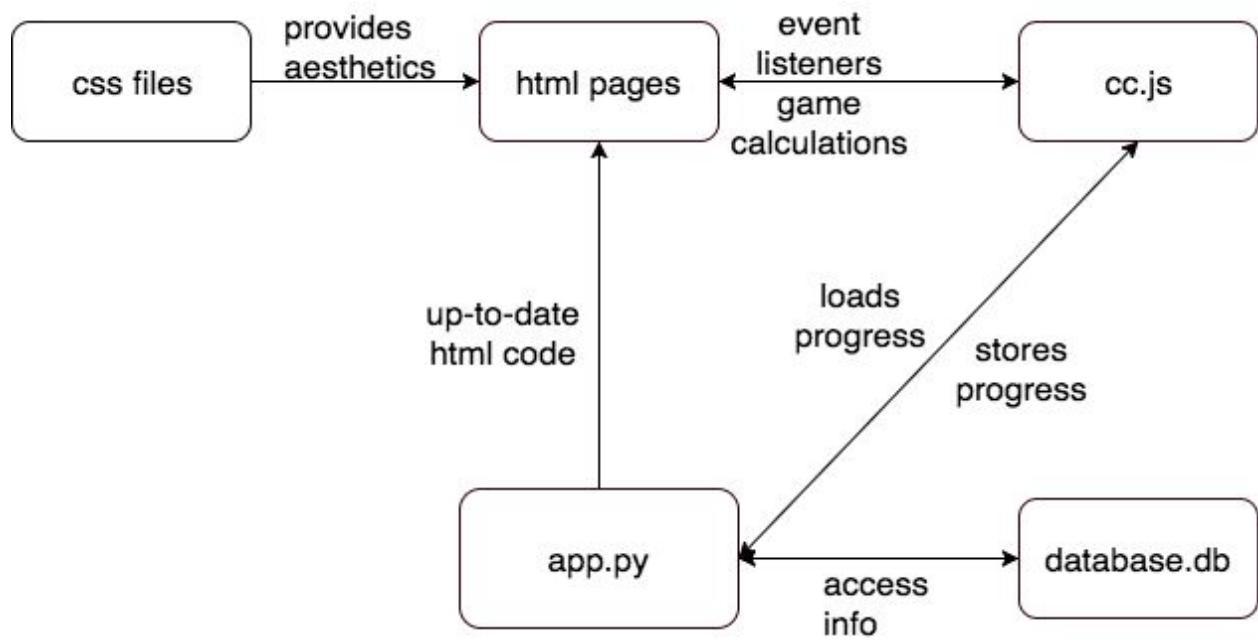
## HTML:

- Bootstrap: makes site look nice
- Navigation Bar: will be on every page
  - About
  - Leaderboards
  - Credits
  - Play
  - Login
  - Register

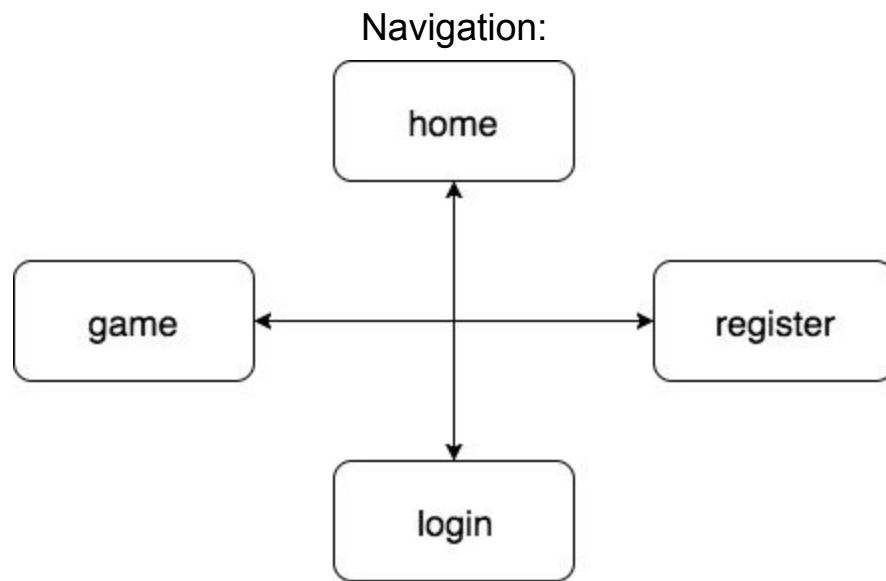
## Database:

- Credentials table: id INTEGER | username TEXT | password TEXT  
For checking logins
- Upgrades table: id INTEGER | upgrades1 INTEGER | upgrades2 INTEGER | upgrades3 INTEGER  
To store purchased upgrades. Each upgrades is an int corresponding to amount of times upgraded
- Generators table: id INTEGER | generator1 INTEGER | generator2 INTEGER | generator3 INTEGER  
To store purchased generators. Each generator is an int corresponding to amount of generators owned
- Stats table: id INTEGER | cookies INTEGER | cps INTEGER  
To store how many cookies, how many cookies per second

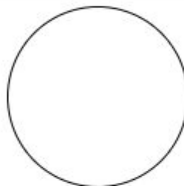
## Component Map



## Site Map



Home:

Cookie Clicker			About	Leaderboard	Credits	Play			Login	Register
Welcome!										
<p>About Cookie Clicker</p> <p>An addicting game where you build your own cookie generating kingdom!</p> <p>Press the cookie on the right to see what it's all about</p>										
Leaderboard										
Ranking		Name				Cookies				
1		md				1000				
2		xing				500				
3		jackie				250				
Credits										

## Login:

[Cookie Clicker](#) [About](#) [Leaderboard](#) [Credits](#)

[Play](#) [Login](#) [Register](#)

### Login

[Don't have an account?](#)

## Register:

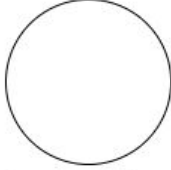
[Cookie Clicker](#) [About](#) [Leaderboard](#) [Credits](#)

[Play](#) [Login](#) [Register](#)

### Register

[Already have an account?](#)

## Game:

<a href="#">Cookie Clicker</a> <a href="#">About</a> <a href="#">Leaderboard</a> <a href="#">Credits</a>	<a href="#">Play</a> <a href="#">Login</a> <a href="#">Register</a> <a href="#">Logout</a>														
<div>Cookies: 100</div> <div></div> <div>Save</div>	<table border="1"><tr><td>Cursor</td><td></td></tr><tr><td colspan="2">Cost: 100; CPS: 1; Owned: 1</td></tr><tr><td>Grandma</td><td></td></tr><tr><td colspan="2">Cost: 1100; CPS: 8; Owned: 1</td></tr><tr><td>Farm</td><td></td></tr><tr><td colspan="2">Cost: 12000; CPS: 47; Owned: 1</td></tr><tr><td colspan="2">Upgrade Cookie Click</td></tr></table>	Cursor		Cost: 100; CPS: 1; Owned: 1		Grandma		Cost: 1100; CPS: 8; Owned: 1		Farm		Cost: 12000; CPS: 47; Owned: 1		Upgrade Cookie Click	
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### ***Task Division***

Xing Tao:

- Project manager
- Flask routing & Ajax

Md:

- Bootstrap, site designing

Jackie:

- Javascript game development

Manahal:

- Database code