

Team 314 Project specification

Implementation of the data models

Django models (SQLite):

User Model: Django built in User model, including username, email address.

```
Profile Model {
    #store user extended information
    user : OneToOneField(User);
    score: IntegerField();
    enterRoomTime : DateTimeField();

    # get score of user for displaying result when game ends
    def getScore();

    #for judge whether user need to be ejected from room, if he is not ready in time
    def getEnterRoomTime();
}
```

```
Words/Answer model {

    words: CharField(maxLength = x, minLength = x);

    #Judge whether guess word is right word
    def isEqual();
}
```

```
Room model{
    #room basic information
    Host: ForeignKey(User)
    Status: BooleanField();
    currentPlayersNum: IntegerField()
    maxPlayersNum: IntegerField()
    playerList: ManyToMany(User);
    RoomNumber: IntegerField();

    #for game control
    Controller = OneToOne(game);

    #for ejecting player
    def deletePlayer();

    #for player joining room
    def addPlayer();

    #for host of room leaving
```

```

    def changeHost();

    #initialize game before beginning, call function in Game model
    def initGame();
}

Game model{
    Turn = ManyToMany(User);
    Round = IntegerField();
    def start(); # start game

    def init(){
        #initialize game before beginning
        clearScore();
        clearRoundNum();
        copyPlayList();
    };

    def newATurn() {
        #clear canvas;
        #clear draw tools choose;
    }
}

```