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: forgineKey(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;

}

}