

## Cyde and Seek Rules

- There are two groups of people, hiders and seekers.
  - There can be at most 2 seekers and 4 hiders
- The goal is for the hiders to find the seekers
- The duration of the game and radius of the location to which the game will be played can be chosen by the player
- The winner is determined by a TBD score system
  - Game modes?
    - When found, become seeker
- The app will help the seeker to find the hiders in larger areas
  - Vibration as a way of saying your getting warmer or colder
  - A user gets to ask for help up to X times
- The app will help the hiders to hide in larger areas
  - A ping that shows where the seekers are

## Screens:

Aaron:

- Map screen - seeker
  - When within n distance, player is “found”
  - Areas already travelled
  - Where your other seeker is
- “Radar screen”
  - Some UI to show Colder/Warmer
  - Button to ask for hints/help

Cody:

- Leaderboard
  - Ranked by wins/ players found
  - Games played at each type of player
- Map screen - hider
  - Where the other hiders are

Brett:

- Game Creation/Configuration Page
  - Specify rules of game
    - Bounds
    - Number of players
    - Duration
    - Mode
    - Grace period (time for hiders to hide before seekers released)

- Developer: list of all users
  - Contains table with aforementioned data
  - Only visible to Developer user group

Will:

Tasks

- Draw screens for HW due on Sept 22nd
  - Player info Screen
    - User stats (games played, distance walked)
    - Players in game
  - Lobby Screen
- Get reacquainted with android studio
  - Try to get a dummy app running on my physical phone
  - Get a menu for the screens working

Other trivial screens:

- Login
- Sign up
- Error
- Help

User Groups:

- Developer
- Hider
- Seeker
- Game Owner