## 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