



Feature Planning

In this document I will specify each feature that I'm going to implement from top to bottom it will be the importance.

It can be that some other need to be implemented first to have it available on the frontend but for the backend it won't matter.

Category	Name	Done	Description
Generation	Crossword Generation	<input checked="" type="checkbox"/>	You can generate a simple crossword puzzle
Generation	Multi-lang Generation	<input checked="" type="checkbox"/>	You can create a crossword with multiple languages and alphabets but not together
Database	Save Crossword	<input checked="" type="checkbox"/>	Save the generated crossword into the database
Database	Retrieve Crossword	<input checked="" type="checkbox"/>	Get the saved generated crossword
Crossword	Show Crosswords	<input checked="" type="checkbox"/>	Show all possible crosswords that can be played
Crossword	Play Crossword	<input checked="" type="checkbox"/>	Play a specif crossword
Crossword	Finish Crossword	<input checked="" type="checkbox"/>	Make it able to finish the crossword when everything is filled in
Crossword	Multiplayer small	<input checked="" type="checkbox"/>	Be able to at least connect with 2 people on the same crossword
Lang	Multi lang app	<input type="checkbox"/>	Be able to switch languages of the interface/Frontend
Crossword	Hints on the crossword	<input checked="" type="checkbox"/>	Be able to see the hints on the crossword with the numbers
Cloud	Cloud site	<input checked="" type="checkbox"/>	Have the entire application be able to run in the cloud
Generation	File Generation	<input checked="" type="checkbox"/>	A player can give a (csv) file with all the words and directions they specify and based on that generate the crossword
Security	Only auth functions	<input checked="" type="checkbox"/>	Make it so only when logged in or being an employee certain functions can be executed
Database	Database Que	<input type="checkbox"/>	When adding or retrieving data wait for it on a que so downtown of entering data won't happen easily
Security	Two-Factor Authentication	<input checked="" type="checkbox"/>	Add two-factor authentication for enhanced account security
Multiplayer	Real-time Collaboration	<input checked="" type="checkbox"/>	Improve the multiplayer experience so the host is more important and with accidental changes of both(or more) players that host changes will be accepted

Category	Name	Done	Description
Multiplayer	CRDTs	<input checked="" type="checkbox"/>	Add CRDTs to solve the conflicts better then Real-time Collaboration and also more graceful
Employee	Employee Crossword	<input checked="" type="checkbox"/>	An employee crossword should standout and give the impression that it differs from the user generation
Employee	Player management	<input type="checkbox"/>	An employee can help a player if they want to know what is saved for them (GDPR) and if they have an account
Leaderboard	Leaderboard of speed	<input type="checkbox"/>	A player can come on the leaderboard with the time they took
Employee	Roles & Roles	<input checked="" type="checkbox"/>	Make it so only a specif employee role can do something and doesn't cross what they should be able to do(ex. HR nothing with players or Crossword makers nothing with finance)
Employee	Role management	<input checked="" type="checkbox"/>	Add specif roles that only some employees can do
Crossword	Puzzle Difficulty Levels	<input checked="" type="checkbox"/>	Offer different difficulty levels for crosswords (easy, medium, hard)
Social	Chat System	<input type="checkbox"/>	Implement a chat system for players to communicate during multiplayer games
Support	Help Center	<input type="checkbox"/>	Provide a help center with FAQs and support options
Generation	Clear all		Make it easy to delete all words from the list and start over
Generation	Word finder	<input type="checkbox"/>	A player can put in their begin of a word and it will look for closest match words to speed up the entering of words
Employee	Send email to player	<input checked="" type="checkbox"/>	Make it so an employee can send an email to a player like a ban or changes to privacy statement
Cloud	Kubernetes support	<input checked="" type="checkbox"/>	Make it so the application is run in Kubernetes
Employee	Ban list	<input type="checkbox"/>	An employee can ban a player for whatever reason and they shouldn't be able to make a new account or play for sometime (soft-ban)
Employee	Ban list extended	<input type="checkbox"/>	An employee can ban a player and they shouldn't be able to make a new account and can't register with the same MAC/IP-address (hard-ban) (this is here for the extra challenge that this can give)
Account	Login & register	<input checked="" type="checkbox"/>	Be able to login & register as a person
Account	Statements	<input type="checkbox"/>	Have a page(s) with the privacy statement and terms of service so the person knows what the website will do with their information (GDPR)

Category	Name	Done	Description
Account	Account settings	<input type="checkbox"/>	Make the user be able to do settings like recommended language, color of background, etc.
Generation	Multi-Alp Generation	<input checked="" type="checkbox"/>	You can use multiple alphabets to generate a crossword
Crossword	Tournament style	<input type="checkbox"/>	Make a tournament where people can sign up for or only specif people/users and play a tournament where a series of crosswords will be played against each other in one-vs-one style
Accessibility	Make website accessible		Make sure that the entire website is accessible
Database	Save game	<input checked="" type="checkbox"/>	Save a players crossword that they played
Database	Retrieve game	<input checked="" type="checkbox"/>	Retrieve a players crossword that they played
Cloud	Auto shutdown	<input type="checkbox"/>	Make it so the cloud shutdowns automatically
Social	Share via social media	<input type="checkbox"/>	Make it so you can share a picture of the finished crossword or link to play it via social media
Integration	Third-party Integrations	<input type="checkbox"/>	Integrate with third-party services like Google, Facebook, or Apple for login and sharing
Tournament	User made tournament	<input type="checkbox"/>	An user can organize their own tournaments and specify who they want to be able to enter