

Drawify

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Drawify

Team members:

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Brief Introduction

- Drawing game with slightly different gameplay
- Users: people who like drawing and playing games with friends
- Opportunity: people need a simple game to express their artistic skills and have fun with friends

Goals

- Players can draw and share their drawings with other players (Done)
- Players can create and join lobbies to play with friends (Done)
- Players can communicate with each other during the game (Done)
- Social features like user profiles (Not Done)
- Cool music and visual effects (Not Done)

Biggest Challenges

Product:

- Lots of user data to keep track of (drawings, user information, etc)
- Web hosting

Development Process:

- Unfamiliar with certain technologies
- Communication
- We all have personal issues in life

Demo Play (2 Player Game)

Home page

Please join or start a game :D



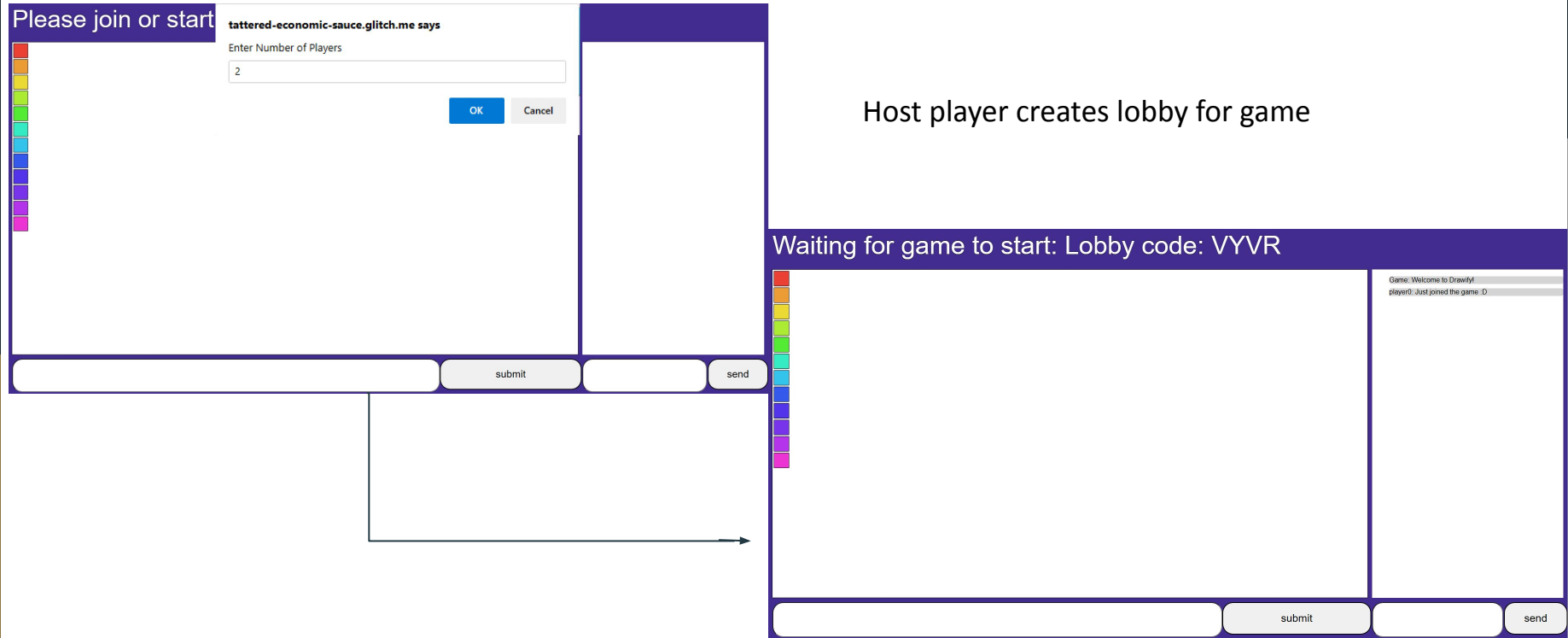
Make New Lobby

Join Existing Lobby

submit

send

Demo Play (Starting a game)



Demo Play (Starting a game)

Please join or start

tattered-economic-sauce.glitch.me says

Enter 4 letter lobby code

VVVR

OK Cancel

submit send

Other players join with host's code

After everyone has joined the game, the first prompt phase begins

Please enter a prompt below :~!

player1: Just joined the game :D

submit send

Demo Play (Initial Prompt Phase)

Boy playing baseball!

submit

Thank you for your prompt! Waiting for other players...

After submitting a prompt, game waits
for others to finish their prompts

Player 2 submits "Racecar" as prompt, Player
1 receives, and the "Drawing Phase" begins

Prompt to Draw For: Boy playing baseball!

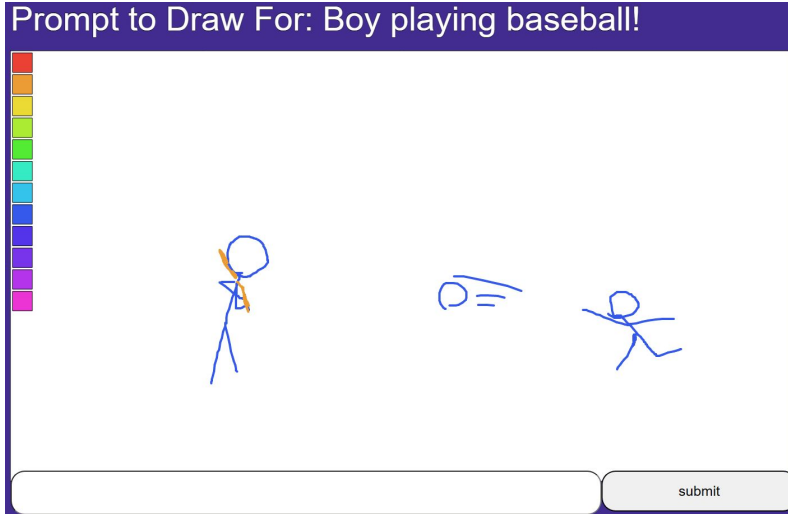
Game: Welcome to DrawBot!
player1: Just joined the game. ID: 1

(Other player receives "Boy playing baseball")

Prompt to Draw For: Racecar

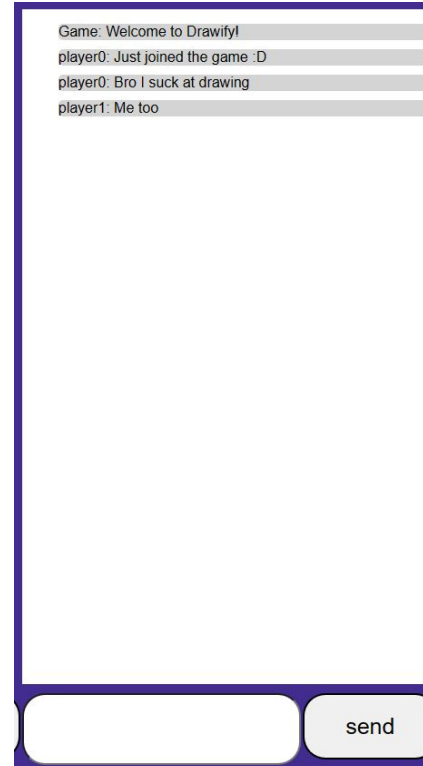
player1: Just joined the game. ID: 1

Demo Play (Drawing Phase)



Players draw the prompt they were given
and submit their drawing

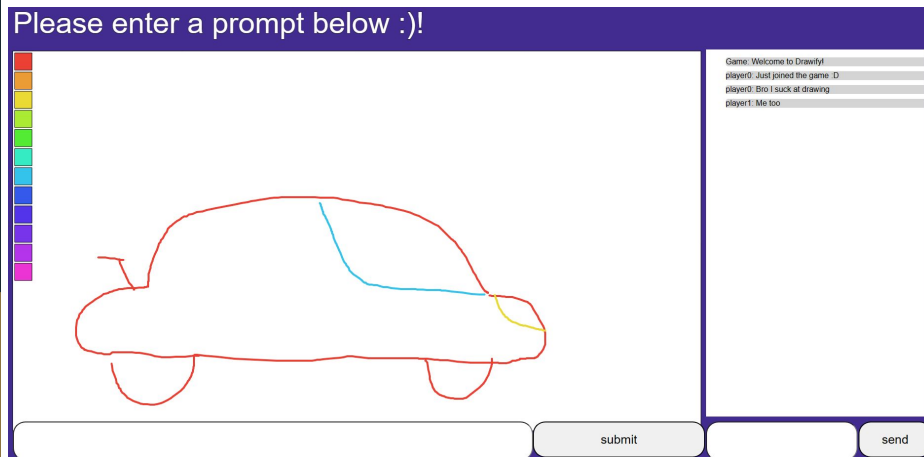
Thank you for your drawing! Waitin for other players...



Players can also
chat together
while drawing

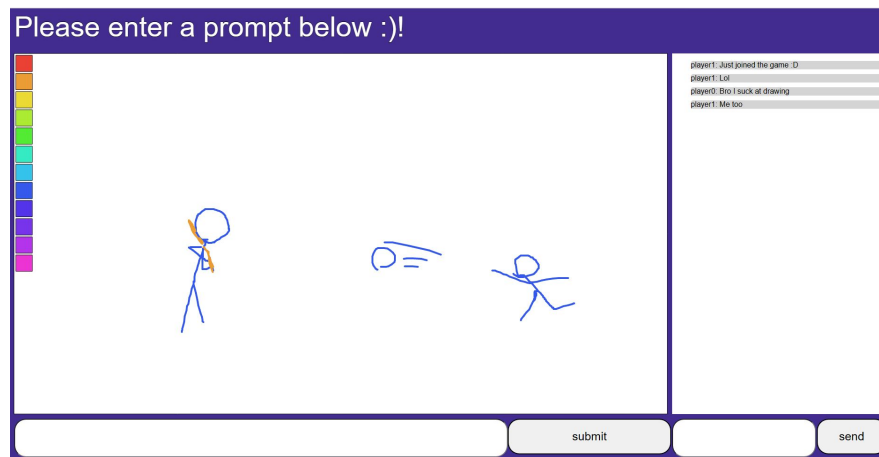
Demo Play (Prompt Phase)

Player 0



Player0 receives player1's drawing, and
player1 receives player0's drawing

Player 1



Each player writes down what they think the
drawing is, then swap prompts again. This
loop continues until a prompt would get sent
to the original player, then scoring begins.

Demo Play (Scoring Phase)


Score this drawing

cactus-generated-legal.glitch.me says

Original Prompt: Boy playing baseball!
Current Prompt: throwing ball
Rank how close the prompts are 1-5

OK

Cancel



submit

cactus-generated-legal.glitch.me says

Original Prompt: Boy playing baseball!

Current Prompt: throwing ball

Rank how close the prompts are 1-5

OK

Cancel

cactus-generated-legal.glitch.me says

Rank how closely this image follows the original prompt 1-5

OK

Cancel

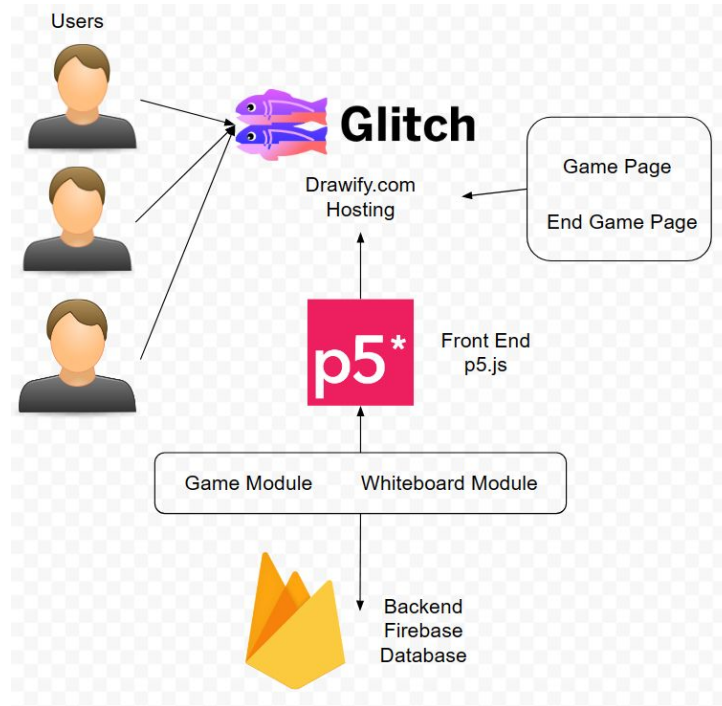
For every picture and prompt, each player is asked to score how close it is to the original prompt. Whoever has the most points at the end is the winner

cactus-generated-legal.glitch.me says

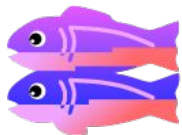
Player 1 is the winner! Reload page to play again

OK

System Overview



Technologies used



Glitch

- A website management tool we used to build our website



- A Javascript library we used to build the UI and whiteboard



Firebase

- Database used to keep track of lobbies, chat, and players drawings

Project Management Techniques

Communication

Discord allowed the team to stay updated on the current status of the project

Informal Meetings

Multiple times per week to make sure each sprint produces a visible incremental update

Version Control

Git and Glitch have features that help manage branches of the project

Things we

Enjoyed:

- Completion of a full stack program
- Learning backend technologies
- Relatively fast development cycles

!Enjoyed:

- Dealing with dependency issues
- Merging work from local environment

Lessons learned

Read the manual

But actually do it because most issues can be solved this way

Stomp bugs early

But actually do it because most issues can be solved this way

Integrate changes consistently and often

Keep everyone on the same page as much as possible

Thanks!