

# Working Prototype Known Problems Report

Drawify | Updated 3/14/2023

## Known Bugs:

### Chat:

- Longer chat messages do not wrap to fit inside chat window
- The first message in chat does not display for the host of the game

### Lobby:

- Joining a lobby with a code that doesn't exist leaves the player needing to refresh the page

### End Page:

- Scoring page is not fully implemented and does not display properly once the game ends

## Acceptance Criteria:

### User Stories:

As a player, I want to use a virtual whiteboard as a medium to share and receive drawings with other players during the game

1. Can paint on the canvas with multiple colors
2. Able to send your drawing to the database so other players can download them and display them on the screen

As a player, I would like to have some form of communication with other players through some implementation of a chat service

1. There exists a dedicated space in the page for displaying player messages.
2. Any player may type into the text box and send the message to the database
3. All players in the lobby are able to see the message in their chatbox

As a player, I would like the ability to create game lobbies and choose who can and can't join through an invite code

1. Players can create lobby with a button at the homepage
2. Other players can join the lobby with the code that is given to the host
3. Players that enter a different code will not be able to join the lobby
4. Once the designated number of players allowed in the lobby have joined, the game starts