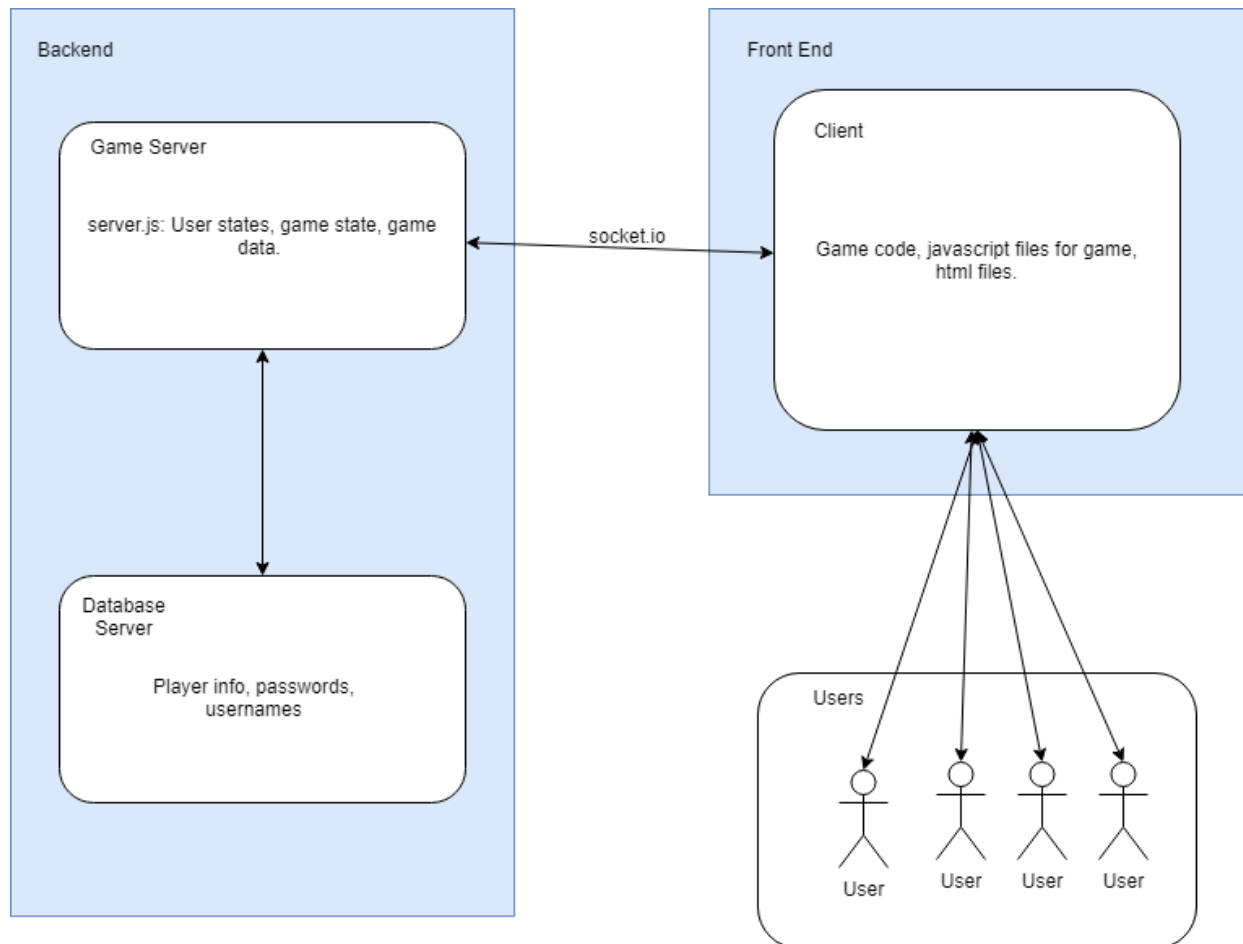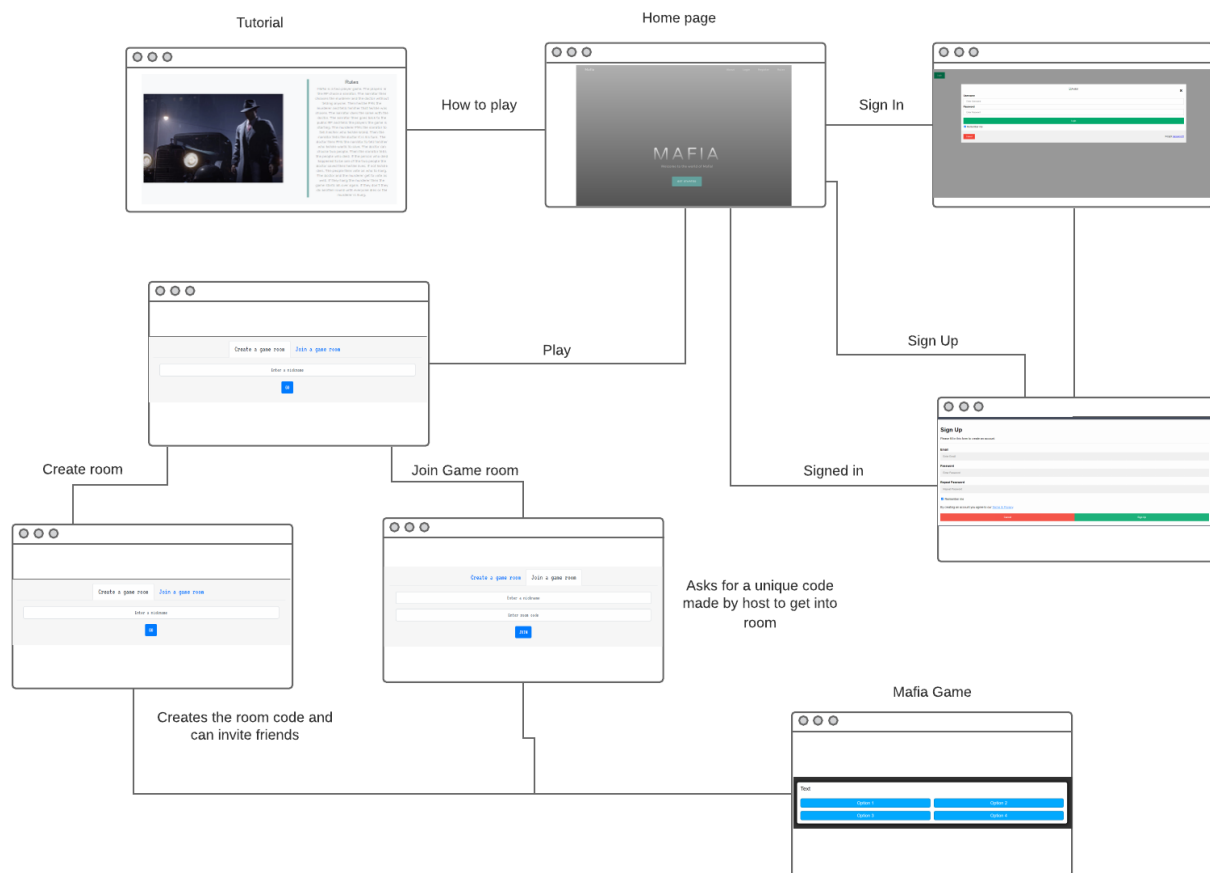Revised List of Features:
- 1. Chat box
- 2. Database
- 3. Website
- 4. Game server

Architecture Diagram:
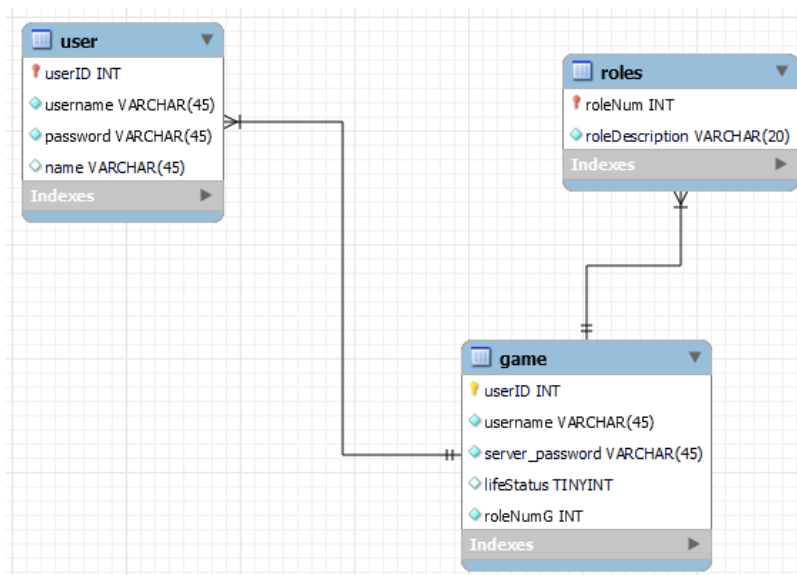
Front End Design:

Database Design:

Our database will store the account information of each user in one table, the game's state and info in another table, and the role description information will be stored in a third database.

We are using MySQL as our DBMS technology due to the fact that it is the language taught in Database Systems, as well as having more online resources than PostgreSQL.

Challenges:
1. Creating different and interesting minigames to compliment players into finding who the mafia is. Originally we planned to have several different minigames but that proved to be difficult to do as we still need to build several other foundations into the game. We believe we should just focus on one minigame that can be played repetitively but can still be fun and fits into our game.

2. One challenge we are facing is trying to create a database that links with our game lobbies. We originally were going to have a feature where friends could invite others through the chat function however this feature is difficult to implement as we need to find a way to add friends and with this a chat function that also allows you to invite others.Instead we might just settle for lobby codes so friends can just send each other a unique identifier for a lobby in order to join a game rather than a 3 step process that will take much more time to implement.

3. Another challenge we have faced is trying to make sure we can complete the work that needs to be done by the project deadline. Our mitigation plan for this risk is to focus on features individually to ensure that the features we have are complete, rather than having multiple incomplete features.

Individual Contributions:
Github - https://github.com/CU-CSCI-3308-Fall-2021/CSCI-3308-Fall21-013-02
Jira - https://csci-3308-fall21-013-02.atlassian.net/jira/software/projects/CLB/boards/1/backlog

Nicholas Mason -
Completed: Architecture plan, layout of project, application description, key features, adding user stories/sprints to Jira, working chatbox, basic "multiplayer" features
In progress: Game and Interface design, game server
Latest commit:
https://github.com/CU-CSCI-3308-Fall-2021/CSCI-3308-Fall21-013-02/tree/390d8d2148195470fc74625f7c8232ac010f7e74

Peter Lee -
Completed: Development methods, Use case diagram, HTML vs SQL(i.e front end or backend), wireframe, adding user stories to Jira, creating home page
In progress: game page website

Freddy Rodriguez -
Completed: Vision statement, communication/meeting plan, adding user stories/sprints to Jira, MySQL database/schema/scripts, database design
In progress: Connecting database to game website, javascript/html files for game page
Latest commit:
https://github.com/CU-CSCI-3308-Fall-2021/CSCI-3308-Fall21-013-02/tree/3005f559c0cf6cdfb7d88991735be9ee46503bb8

Henock Zemenfes -
Completed: Created game's home page, connecting the home page to the login for the user to start the game, front end design
In progress: Connecting login page to the database, fixing the get started button on the home page to start the game
Latest commit:
https://github.com/CU-CSCI-3308-Fall-2021/CSCI-3308-Fall21-013-02/tree/05592c954e035f801a81fcb1e0f40e5071a373d5

Jira Board:

Projects / Certified Lover Boys

CLB Sprint 2

FR NM HZ PL   Epic ∨

TO DO 4 ISSUES

Basic script of how game will play
GAME
🔖 CLB-24   2 NM

Connect game server to website
GAME
🔖 CLB-36   7 NM

Write code for game
GAME
🔖 CLB-37   10

Finish game website page
INTERFACE
🔖 CLB-39   5 PL

IN PROGRESS 4 ISSUES

Menu screen with interactable menu to navigate our features (game, tutorial, invite, etc)
INTERFACE
🔖 CLB-28   7 NM

Connect website and database using JS
DATABASE
🔖 CLB-31   5 FR

Creating Server and Chat function
🔖 CLB-32   10 NM

Create MySQL scripts for database
DATABASE
🔖 CLB-40   3 FR

DONE 1 ISSUE ✓

Connect website to login page
🔖 CLB-38   ✓ 2 HZ