

Team Babushka

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Design Doc: Draw My Thing

This is a multiplayer game. One of the players will be chosen to be the drawer. This player will be shown a secret word and must draw a picture based on the word. The other players will race to guess what the secret word is. The other players will be given points based on how long it took them to guess the word.

Components:

Server side:

- Generate random words or phrases for the drawing
- Accounts (or maybe guest accounts)
 - Will use sqlite3 for database
- Game lobbies (public/private) connected by websockets capable of sending image data and/or text
- Keep track of points each player has
- Cycle turns between players

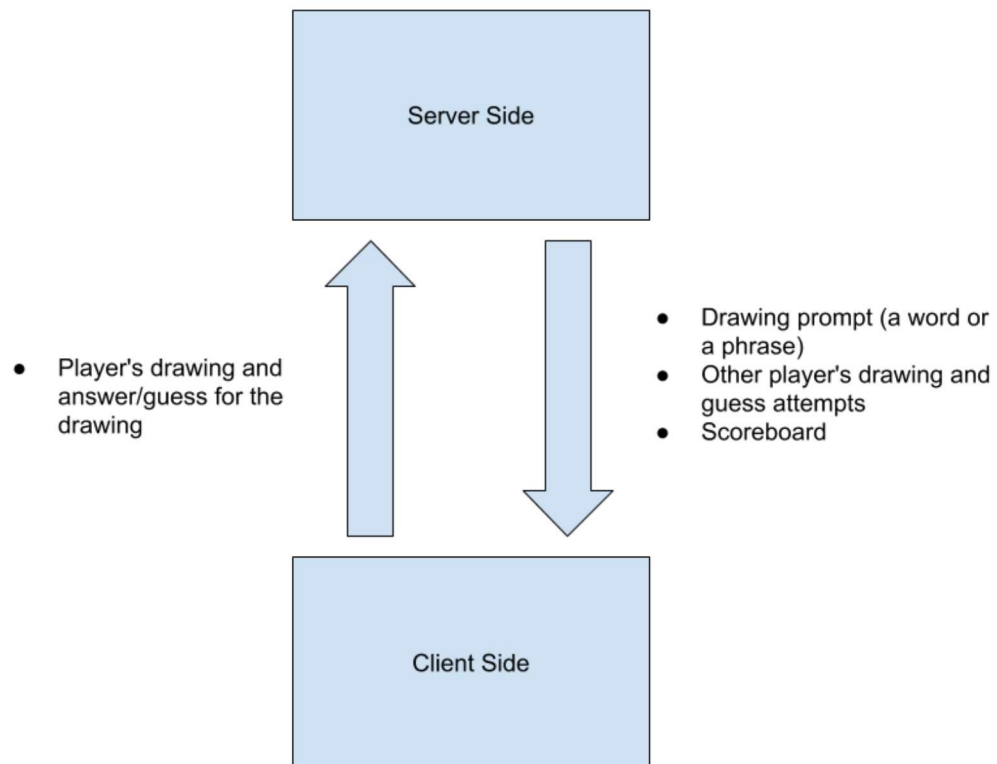
Client side:

- Canvas
 - We don't need any of the complexity of svg. We just need to manipulate pixels. Remembering what we've drawn in terms of objects (i.e., DOM elements) isn't very necessary.
 - Canvas would be much easier to deal with if we decide to add features such as different brushes or a spray can tool as these are poorly suited for svg
 - Easier to use with websockets. If we implement canvas drawing in the following fashion (pseudocode):

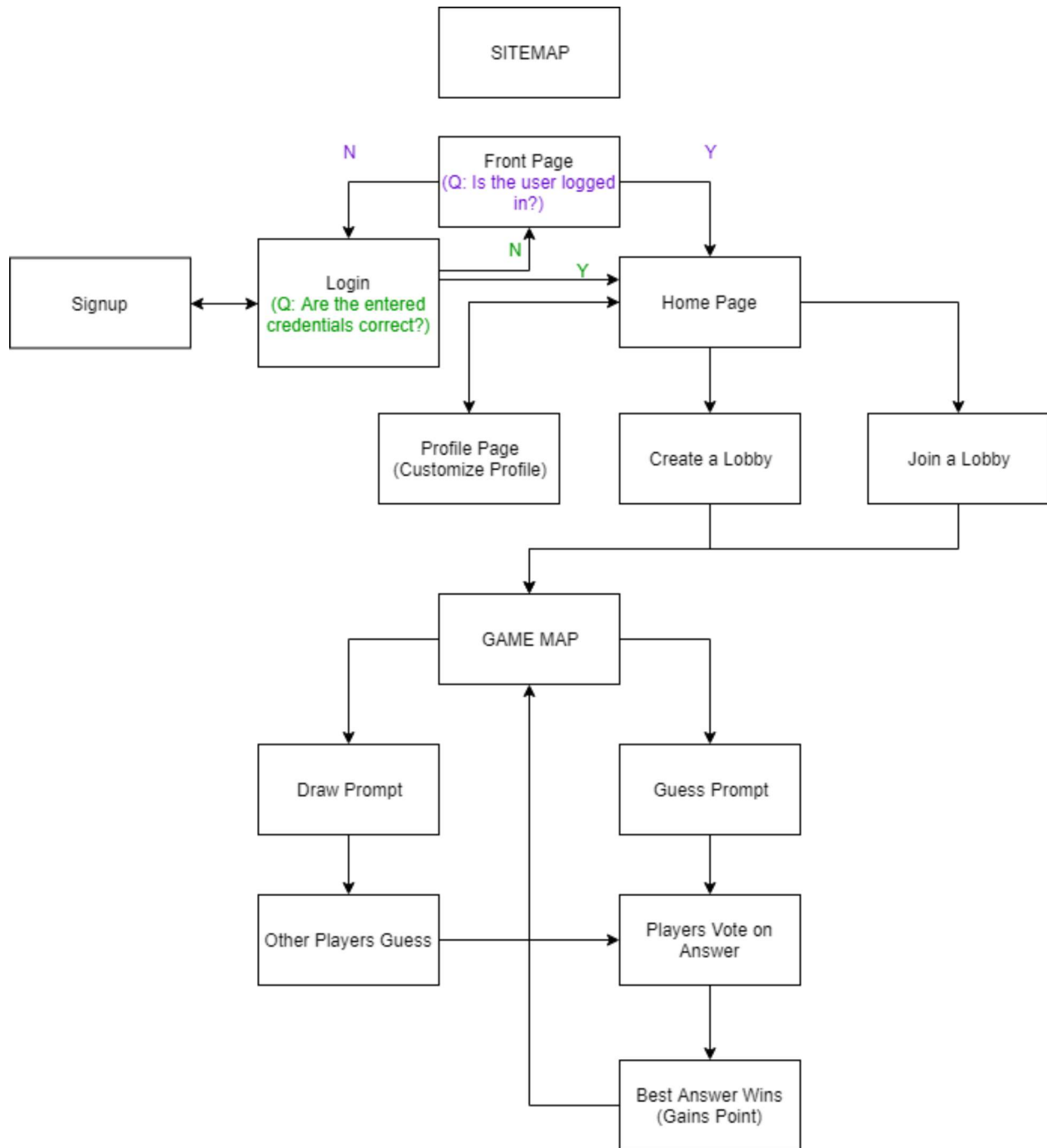
```
while( mouse held down ){ arc(mouse.x, mouse.y, 10, 0, 2 * PI) }
```

we can simply send the other clients the `arc()` call
- Chatbox for submitting guesses and seeing guesses of other players

Component Map



Site Map



Database Schema

Accounts

Account Name (Primary Key)	Hashed Password	Highscore
бабушка	7b412138d3f39f5cea409507706b3de2	1337

<Account Name>

Game Id (Primary Key)	Score	Place
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Example:

бабушка

Game Id (Primary Key)	Score	Place
123	52	3
512	1337	1
201	1024	1

Task Delegations

бабушка:

- Morale boost

Leo (Project Manager):

- Manage Project; front-end design

Arif:

- Websocket connections
- Basic drawing (allows user to draw lines on the canvas)

Michael:

- Account management/database creation

Jawad:

- Backend transitions (i.e. routes)
- Game mechanics