Babushka
By Jawad Kadir, Leo Liu (PM), Arif Roktim, and Michael Ruvinshteyn
SoftDev2 pd 7
P02: Fin

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 guest accounts) with name tags
- 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 or svg: along with buttons to draw images. We need help deciding between canvas or svg.
  - Pros of 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 necessary.
    - Canvas would be much easier to deal with if we decide to add extra features such as different brushes or a spray can 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 `arc()` call to the other clients.
  - Pros of svg:
    - Possibly more functionalities, at the cost that it would be harder to deal with (DOM manipulation needed to send drawing)
- Chatbox for submitting guesses and seeing guesses of other players

Component Map

Server Side

Client Side

- Player's drawing and guess attempts

- Other player's drawing and guess attempts
- Scoreboard
- Title of drawing (if it is the player's turn to draw)