

Sprint 3

Requirements Artifact for 581 Casino Game - Ryan Grimsley, Mya Hoersdig, Henry Hoopes, Benjamin Stonestreet, Connor Williamson, Abdelrahman Amir Zeidan

1. System Overview

The Casino Simulator will allow users to log in or create an account online with blackjack as the initial game. Users will be able to gain points by winning games,

2. Functional Requirements

As a user, I want a clear and distinct UI for each game type.

2.1. Create distinct UI for each game type - TBD

FR 1.1 Design UI elements for Blackjack

FR 1.2 Implement UI for Blackjack

As a user, I want the leaderboard to update right after a game ends to clearly reflect my standing.

2.2. Dynamic leaderboard updates as games finish - TBD

FR 2.1 Upload stat changes to each player's account after game ends

FR 2.2 Update leaderboard page when player gets out of game

As a user, I want the ability to purchase more currency.

2.3. Add simulated "purchase" flow for more currency - TBD

FR 3.1 Add api endpoint to increase currency in player's account

FR 3.2 Update Currency page to use purchase endpoint

As a user, I want the ability to join my friends in a group of players, called a party.

2.4. Create and track “party” groups - TBD

FR 4.1 Add database of groups of players, ensuring a player can be in a only 1 party at once

FR 4.2 Add field to Account model to track which party a player is in currently

FR 4.3 Automatically remove player from party when they disconnect

FR 4.4 Add endpoints to create a party and invite other players to one, given username

As a user, I want to be automatically grouped into the same lobby as my party.

2.5. Auto-seat party members into same lobby - TBD

FR 5.1 Designate one player as a party leader

FR 5.2 Disable non-party leaders from matchmaking

FR 5.3 Matchmake all party members with party leader

As a user, I want the ability to view other player's stats to know what my competitors' skill is.

2.6. View other players' public stats - TBD

FR 6.1 Add endpoint for grabbing other players' stats

FR 6.2 Add page to search for player and view their stats

As a user, I want the ability to compare my opponents and my stats in a game.

2.7. Generate top-player list per game - TBD

FR 7.1 Track user stats in a game

FR 7.2 Return these stats to each player at the end of the game

FR 7.3 Add UI elements to display these stats

As a user, I want clear visuals to indicate when I won & when I lost.

2.8. Display win/lose visuals - TBD

FR 8.1 Add game visuals for loss

FR 8.2 Add game visuals for win

As a user, I want a storefront to purchase in game items with currency to decorate my account.

2.9. Create a store, with surprise boxes - TBD

FR 9.1 Add 20 user icons

FR 9.2 Add 10 different colors for user color, including silver and gold at higher cost

FR 9.3 Add fields to Account model for owned icons, owned colors, active icon, and active colors

FR 9.4 Add api endpoints to purchase icons or colors with in game currency

FR 9.5 Add page to use these endpoints / account fields to display currently owned items and allow users to buy the unowned ones

FR 9.6 Add api endpoints to purchase random icon or color with in game currency

FR 9.7 Update page to include option to purchase random item for fixed cost

As a user, I want a dedicated page for viewing my stats and editing my account

2.10. Build account page with stats and settings - TBD

FR 10.1 Add account page that displays user icon, user colors, and user stats

FR 10.2 Update account page to allow changing active icon and active color