Sprint 1
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,

This project aims to provide an online card gaming platform accessible through a web browser, starting functionality with Blackjack as the initial playable game, and expanding into others(UNO, Poker, War, etc) if we are able to within the project time limit. Users will be able to join multiplayer lobbies and play rounds of blackjack against the same virtual dealer using virtual in-game currency. Users will also be able to register accounts, log in, and manage their profiles. The system's long-term goal is to establish a foundation for serving additional card games to users.

As a user, I want a welcome loading page when I open the website

2.1. Welcome Animation - Mya Hoersdig
FR 1.1 The system shall play an animation when a user first opens the webpage or refreshes the site
FR 1.2 The welcome screen animation should automatically transition from the welcome screen to the landing page

As a user, I want an initial page that allows me to create an account or sign up

2.2. Creating an account - Abdelrahman Zeidan
FR 2.1 The system shall request the user to enter a username, email, and password

As a user, I want to ensure that the login page accepts my credentials when they are correct and rejects them when they are incorrect

2.3. Login Page - Ryan Grimsley
FR 3.1 The log in page should have a username and password field
FR 3.2 The log in page should have a submit button
FR 3.3 The system should only accept valid stored records of created users
FR 3.4 The system should display an error message if the wrong credentials are entered

As an engineer, I want an organized repo with template files.

2.4. Creating template files - Benjamin Stonestreet
FR 4.1. There must be separate backend and frontend folders
FR 4.2 backend folder and frontend folder should have basic files for both
programs (main.go, app.jsx)

As a user, I want my application to be able to communicate with the server.

2.5. Design API/WS interface - Benjamin Stonestreet
FR 5.1 The system should have a router object that routes URLs to a handler function.
FR 5.2 The system should have a handler function for each API endpoint.

As a developer, I want documentation of the architecture of the project.

2.6. Architecture Description - Ryan Grimsley

FR 6.1 The architecture document should have a title, project name, and team member names

FR 6.2 The architecture document should have a project synopsis that is 1-25 words

FR 6.3 The architecture document should have an architecture description that is 500-1000 words

As an engineer, I want a start script that starts a local dev server for both the backend and frontend.

2.7. Start Script - Benjamin Stonestreet

FR 7.1 The startscript should install all needed packages before running the apps.

As a user, I want to stay signed in even after navigating between pages or refreshing the site, so that I don't have to log in repeatedly during a session.

2.8. Authentication Cookie - Benjamin Stonestreet

FR 8.1 The system shall create an active and secure session cookie upon successful user login.

FR 8.2 The system shall authenticate all api calls using the provided session cookie

As an engineer, I want an easy to use API to communicate between the Frontend and Backend

2.9. API - Mya Hoersdig, Zeidan Abdelrahman, Henry Michael Hoopes

FR 9.1 The system shall have an API function for creating a user

FR 9.2 The system shall have an API function for authenticating a users credentials

FR 9.3 The system shall have an API function for creating an active session