Demo 1 - Prototype (March 4th):

What problems we will face:

Ethan (UI Designer):

* We may run into the trap of wanting to add too many features all at once.
  + Solution: come up with a game of Werewolf that is as simple as possible, but includes enough characters to add variety
    - Villager, Doctor, Seer, and Werewolf (4 simple roles)
  + Solution: Decide whether or not we should have the game itself be the narrator or if we should have one of the players be the narrator.
    - My opinion: We should just have the game do it. Less user error that way :)
* UI Designer working in sync with Front End Engineer to make sure the UI matches the game logic
  + Solution: Get on the same page with the wireframe before coding. Make sure we know what the flow of the game is and how the UI will change based on the decisions of multiple players.

What we will specifically do:

Ethan (UI Designer):

* Build out Figma wireframe v1
  + Will need approval by team before the UI is built out in HTML and CSS
* Code up base HTML and CSS for the game
  + Get working buttons, nav bar, and set up for Calvin to add game logic
  + Users should be able to intuitively navigate through the game without crashes
  + Include all the information necessary to play the game that will be readily accessible to the user as they play
    - Instructions
    - Goals for each villager/werewolf
    - Abilities for each villager/werewolf
* Will NOT do:
  + Insert final icons
  + Apply the preferred color palette
  + Add animations

Goal: simplify, streamlined, and improved game of Werewolf

* User experience
  + People have ways to figure out their role, what they can do, etc.
    - What is role, capabilities, how to win
      * Tooltips?
      * Wiki page/glossary? (noncritical)
    - Custom content (stretch goal)
      * User-made roles
      * Mods? Saved game modes
      * custom communications
    - Flair for game events (noncritical)
      * VFX
      * SFX
  + User communicate (noncritical)
    - in secret with those who they are supposed to be able to
    - Whisper to one person
    - Teammates
    - Cupid communications
    - Werewolf chat
    - Dead person chat
* Actions are formally communicated to a moderator/host/narrator (critical)
  + Person or automatic?
    - Recorded audio from a voice actor 😎
* Technical requirements
  + Host page
  + Player page
    - How to enter into game
  + Web app
    - Size change per device
  + Back end
    - Game session
    - Player info
    - Game assets
  + Expect users to have a device, be in the same place, no cards required

Demo 2 - WIP (March 25th):

What problems we will face:

What we will specifically do:

Ethan (UI Designer):

* Build out the final wireframe in Figma
  + Consult with the team to make sure the wireframe will satisfy what we want the game to do
* Refactor HTML and CSS to include more details and/or changes in the wireframe based on the final version of the wireframe
* Add basic colors to draw the user’s attention to what action they should take next
* Will NOT do:
  + Add final icons and color palette
  + Obsess over meaningless details lol

Demo 3 - Final (April 14th):

What problems we will face:

* We may run into a problem of complexity because of the amount of players that can play the game. We need to make sure that we keep the game as simple as possible.
  + Solution: Stick to 4 or fewer possible roles: Villager, Doctor, Seer, Werewolf.

What we will specifically do:

Ethan (UI Designer):

* Implement the final version of the UI
* Add final icons
* Add a final color palette
* Include animations to give the game some “flare”
* Overall, the game will be intuitive and easy to play
* Will NOT do:
  + Over-obsess about minute details lol

Overall:

What we will not have or do:

* We are not making Kahoot
* We’re not making an app
* We are not making a generalized game
* We are not going to make something worth selling