

# Sprint #1 Presentation

**Team11**

# Project Overview

- DrawBud is a drawing entertainment application
- Users have their own profile for user information
- Users are able to interact (join rooms) and play games with each other
- Variety kinds of games
  - Draw and Guess: Individual Game
  - Draw and Guess: Group Game
  - ...
- Technology
  - Django Framework
  - Bootstrap
  - AJAX
  - Web Socket

# Goal for Sprint #1

- Finish UI pages using Bootstrap
  - Login Page
  - Register Page
  - Lobby Page
  - Game Page
  - Profile Page
  - Tutorial Page
- Implement user information function
  - Login
  - Register
  - Create profile information

# Completion in Sprint #1

- Finish UI pages using Bootstrap
  - Login Page
  - Register Page
  - Lobby Page
  - Profile Page
  - Tutorial Page
- Implement user information function
  - Login
  - Register

# Progress discussion


- Spent some time to get familiar with Bootstrap
- Currently in a good progress
- Look forward to keep on the work in Sprint#2


# Login Page

[DrawBud](#) [Login](#) [Register](#)

## Welcome to DrawBud

### Login

 Username

 Password

Login

# Register Page

DrawBud [Login](#) [Register](#)

## Register for your account

### Register

Username:

Password:

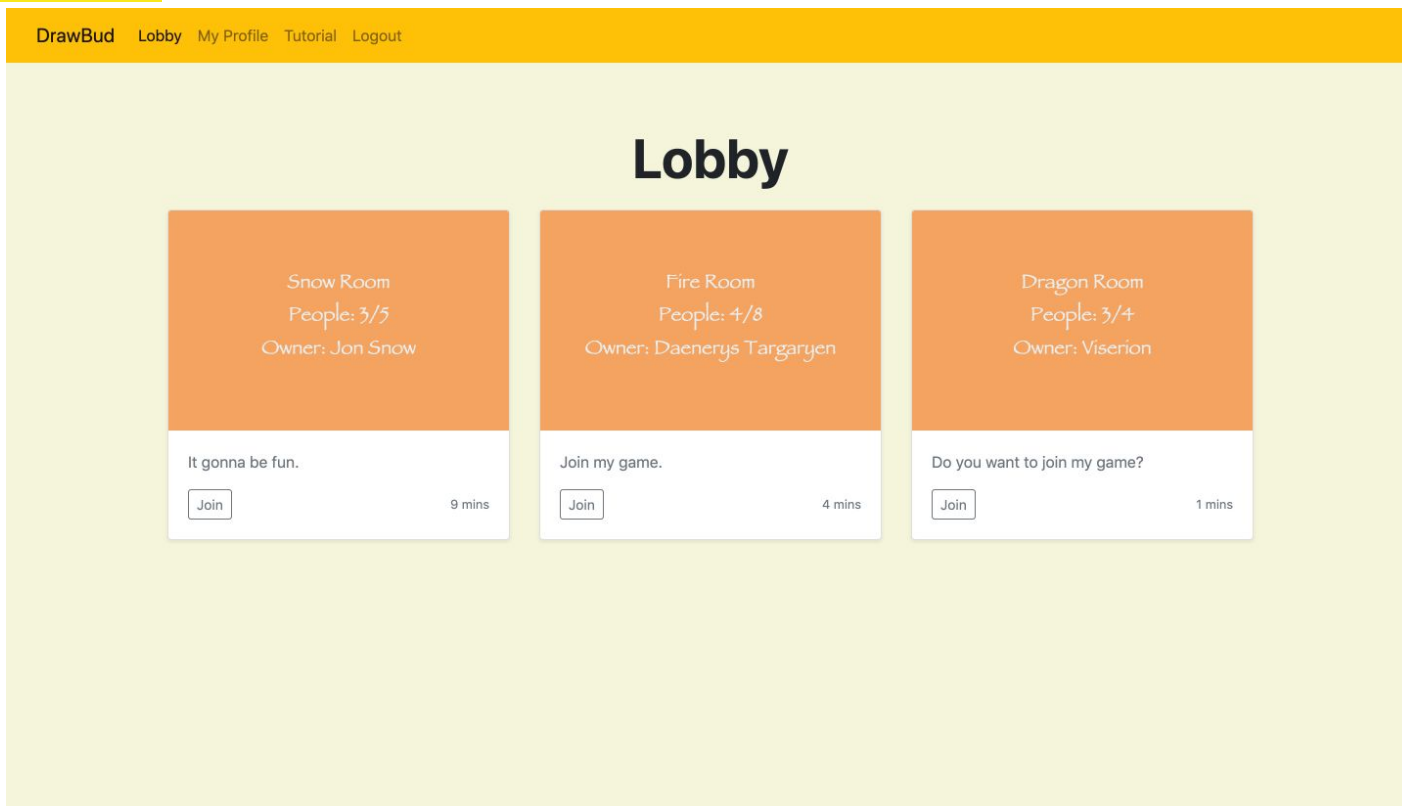
Confirm password:

Email:

First name:

Last name:

# Lobby Page





# Profile Page

[DrawBud](#) [Lobby](#) [My Profile](#) [Tutorial](#) [Logout](#)

## Alex Johnson

[About](#) [Score](#) [Drawings](#)

Username	alexjohnson
First Name	Alex
Last Name	Johnson
Email	alexjohnson@gmail.com

Choose File

No file chosen

# Tutorial Page

[DrawBud](#) [Lobby](#) [My Profile](#) [Tutorial](#) [Logout](#)

## Tutorial

### Individual

In each round, one person will be drawing an item generated from the question generator. Everyone else will guess what the person is drawing. Users will be assigned a different score based on the time they spent to get the correct answer.

### Group

The owner will group users in the room to different teams. In each round, one team would be selected, every member in the team will take turns to draw. Other teams will guess the answer. Every user in the team will be assigned a different score based on the time they spent to get the correct answer.

# Goal for Sprint #2

Product Owner: Yu-An Chen (yuanc2)

Backlog (Focusing on implementing the draw & guess game (individual))

- **create room:** user is able to create a new room and start a new game, The room will indicate the game type and the maximum number of people allowed to join.
- **join room:** user is able to join a new room and attend the game.
- **start game:** The owner of this room can start a game when there are at least two people in the room.
- **quit game:** users can choose to quit the room before the game ends.
- **end game:** The game would end after all of the players have played drawers once.
- **guess the answer:** Users will type their guesses in a text box to earn score.
- **timer:** There will be a counting down timer displaying the remaining time for drawing picture. If no one gets the answer before the time's up, the drawer's score would get deducted.
- **real-time drawing (Web socket):** Every strokes will be updated on every user's screen in real-time