

**Product Owner:** Yu-An Chen (yuanc2)

**Goal:** Finish the implementation of the draw & guess (individual ver.) game.

**Backlog:**

Name	Responsible functionality
Allen Chao	profile information, upload picture, create room, join room, generate vocabulary
Wei-ling Chang	Start game, end game, quit game, guess the answer, Game (Room) page UI
Yu-An Chen	Logout, real-time drawing, assign score, timer

User Interface:

- **Game (Room) Page:** page for the individual version of the draw & guess game.

User information:

- **Profile information:** create and modify user's personal information
- **Upload picture:** upload or modify user's bio picture
- **Logout:** logout a logged-in user.

Game & Room System

- **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.
- **generate vocabulary:** The generator will randomly pick a word for the player to draw.
- **assign score:** Assign a score to the user when he gets the right answer, scores are based on the time the user spent to get the answer. For example: If the user gets the right answer in 30sec - 1min, he will get 5 points. If the user gets the right answer in 1min - 2min, he will get 3 points

## Drawing & Picture

- **real-time drawing (Web socket):** Every strokes will be updated on every user's screen in real-time