PictoChat

COM S 319 Project Proposal

Group 46

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**Project Summary**

* Description:
  + An online communication tool that allows users to draw and/or chat with each other in chat rooms
* Objectives:
  + Allow a users to join or create a chat room
  + Allow users to post drawings and messages in the chat room
* Final Outcomes
  + A functional messaging app based off *Pictochat* from the Nintendo DS console in which the messages are drawn rather than typed up. Allowing for more free form explanations that are not limited by a keyboard.
* Benefits
  + Extensive Practice with Javascript and HTML in terms of the implementation of the UI
  + Work with the server side in terms of accessing, displaying and storing the drawn messages
  + Along with the creation of multiple different rooms leading to more server side with client side view practice.
* Limitations
  + The method of drawing implementation is currently unknown (not a great concern but something to note)
  + Busy Schedules that do not align well
  + Working with server side things can be finicky

Implementation Outline

* Html will be used for the design aspect and will follow a 2 tier design with Client and Server interactions. Jasmine will be used for testing the project. The Client however will also follow a tier design where it will be able to perform various actions with user data, and communication in the application.

FlowChart Screen Diagram

