Project description

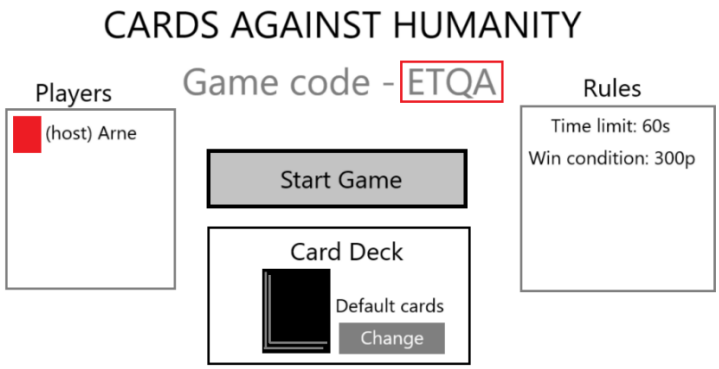
Cards against Humanity – Cards against humanity is a party card game where players complete prompts using humorous, offensive or absurd answers. Players will be shown a black card as a round starts, a single player is then randomly chosen “Card Czar” while other players must submit their responses as white cards. The Card Czar then chooses their favorite answer and the player with that card wins a point.

User Stories

As a user I’m able to create a game so that I can become a game’s host

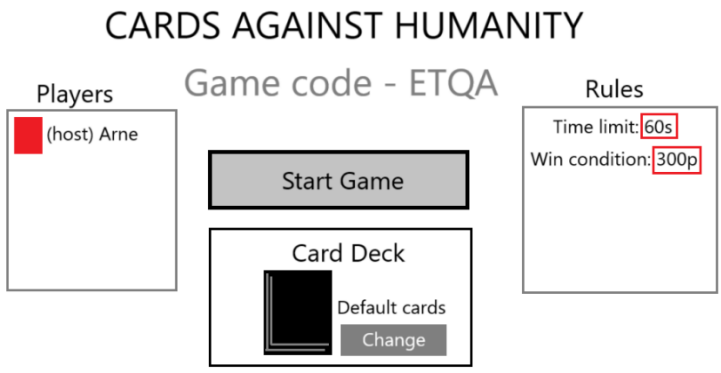
- A button on the home page of the website that takes you to a new game room

As a host I’m able to share a game code so that I can invite users to my game



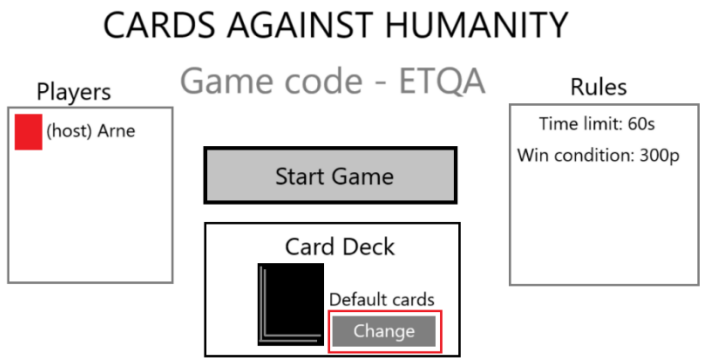
- The game code will be a simple 4 letter combination
- Users can use this code in either an URL or on the home page

As a host I'm able to edit a game's rules so that I can adjust the duration and difficulty to my liking



- Input validation will prevent hosts from using unsuitable values such as negative numbers
- A game will use default rules if a host does not change any values

As a host I'm able to pick a card deck so that I can use black cards following a certain theme



- Decks cannot be edited by hosts, these will be added by admin users

As a user I'm able to enter a game code so that I can join a host's game

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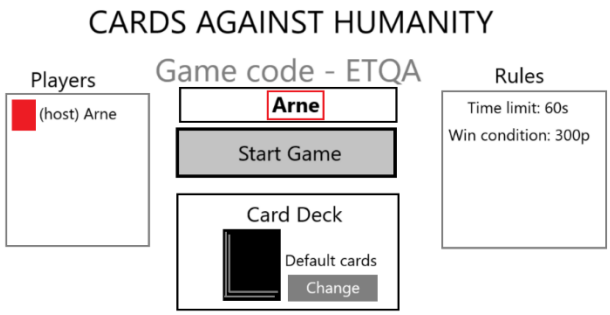
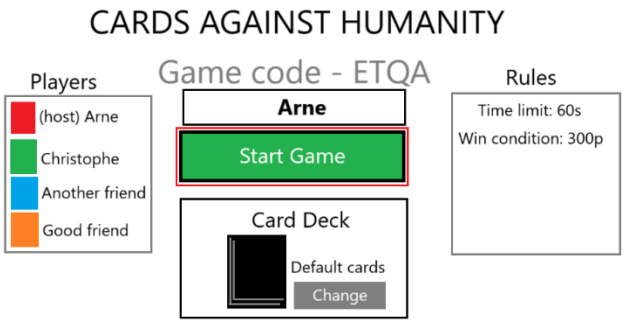
- Input validation will inform users when they provide invalid or non-existent game codes

As a user I'm able to choose a username so that I can distinguish myself from other users



As a host I'm able to start a game so that I can become a player along with all the participating users



- A game can only be started when 3 or more players are participating
- When all criteria is met, this button will take all players to the next page and start the first round

As a player I'm able to enter a round so that I can read a randomly chosen black card

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As a player I'm able to be randomly selected so that I can become the card czar during this round

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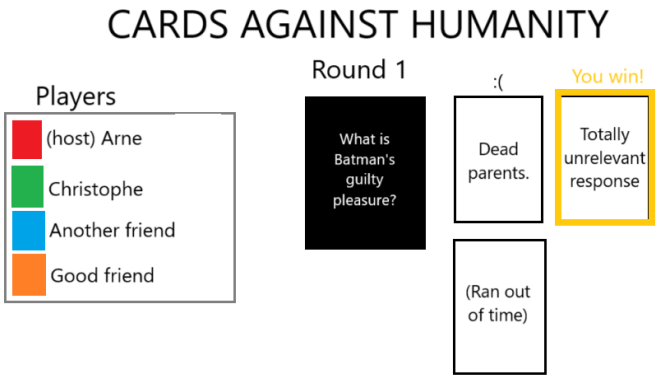
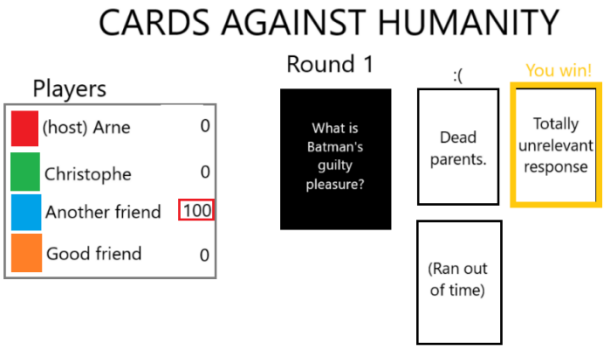
As a player who isn't card czar I'm able to write a white card responding to the black card so that I can hope to win this round with a funny response

- There will be a character limit present to prevent spamming
- If no response is given within the provided time limit, your white card won't be able to be chosen by the card czar

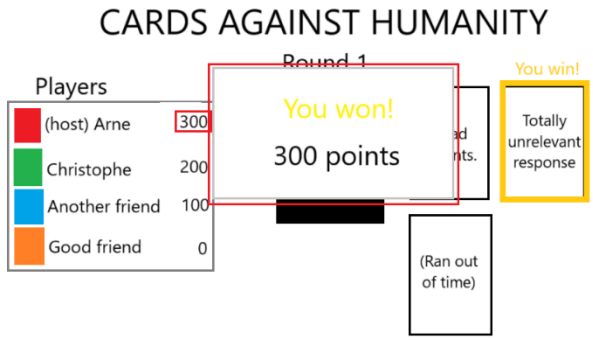
As a card czar I'm able to choose a white card to my liking so that I can decide the winning player of this round



As a player I'm able to win a round so that I can score points

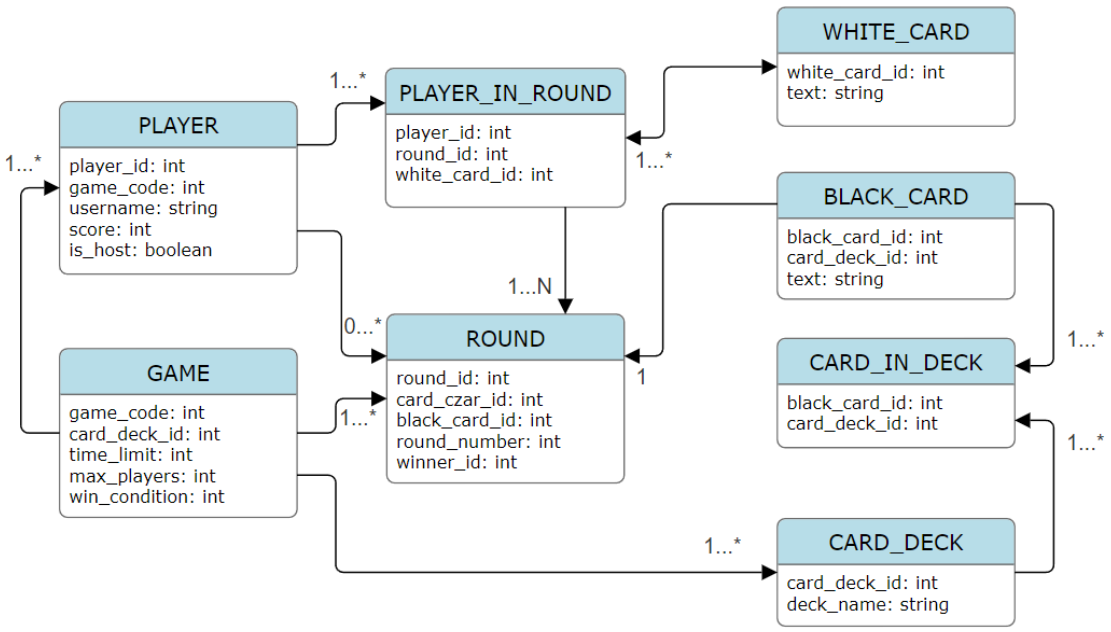


As a player I'm able to reach a certain score so that I can win the game

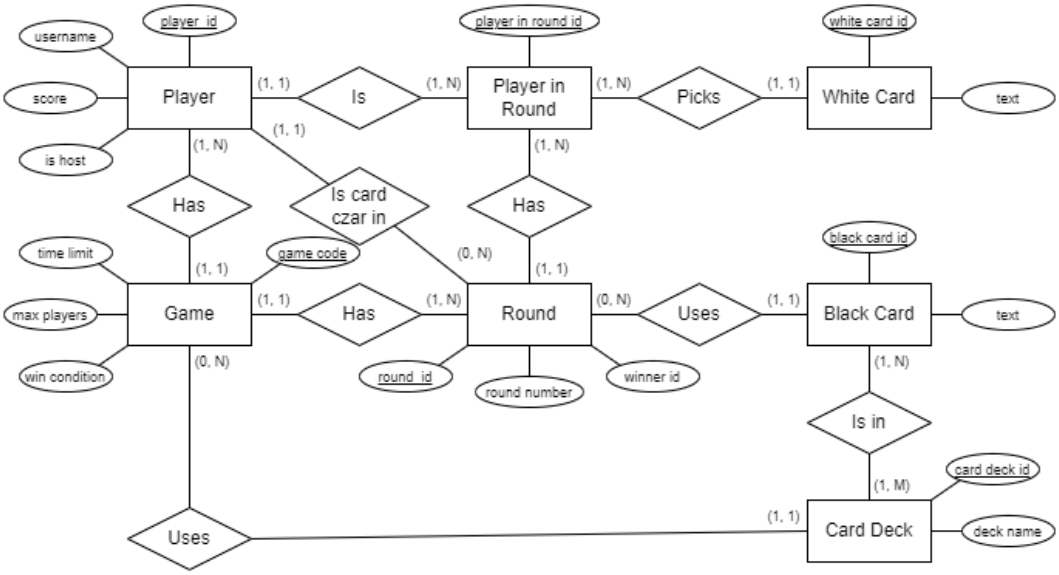
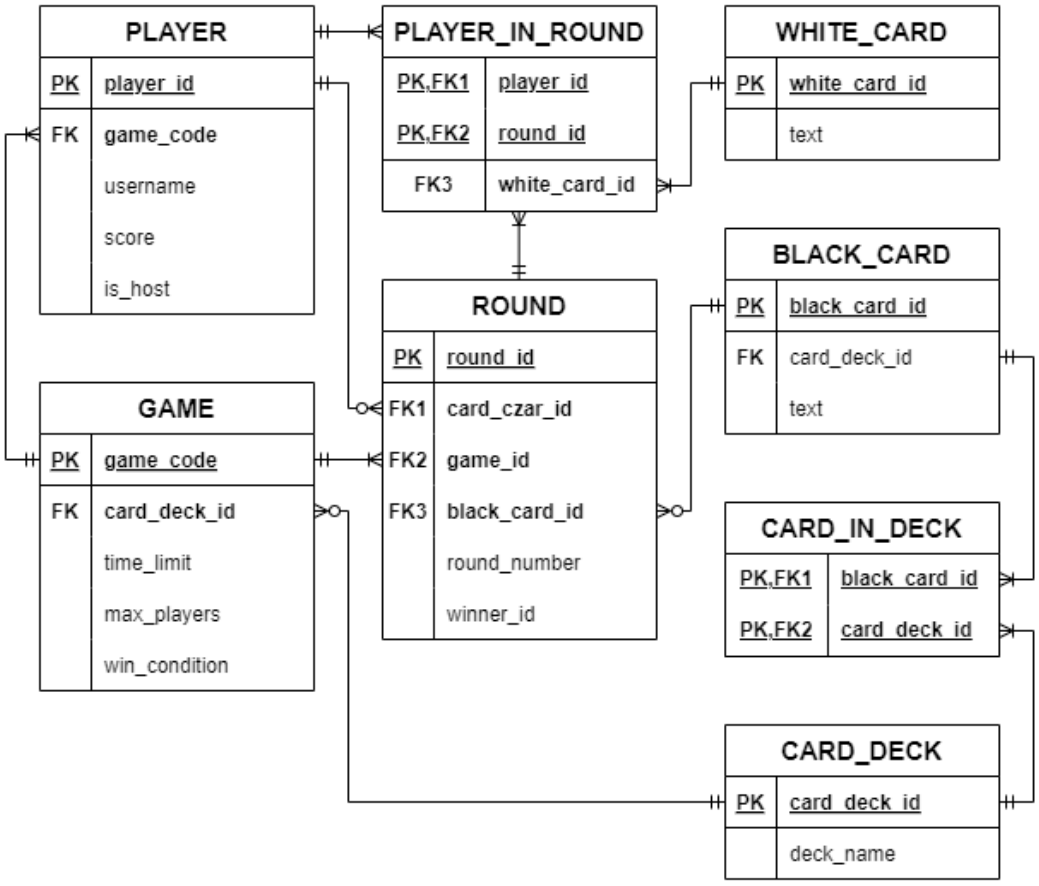


- Players will be prompted to leave the game as it ends
- All usernames, scores and other data will be forgotten after a game ends

Domain model



Conceptual database model



Logical database model