Name of Project: TruLi
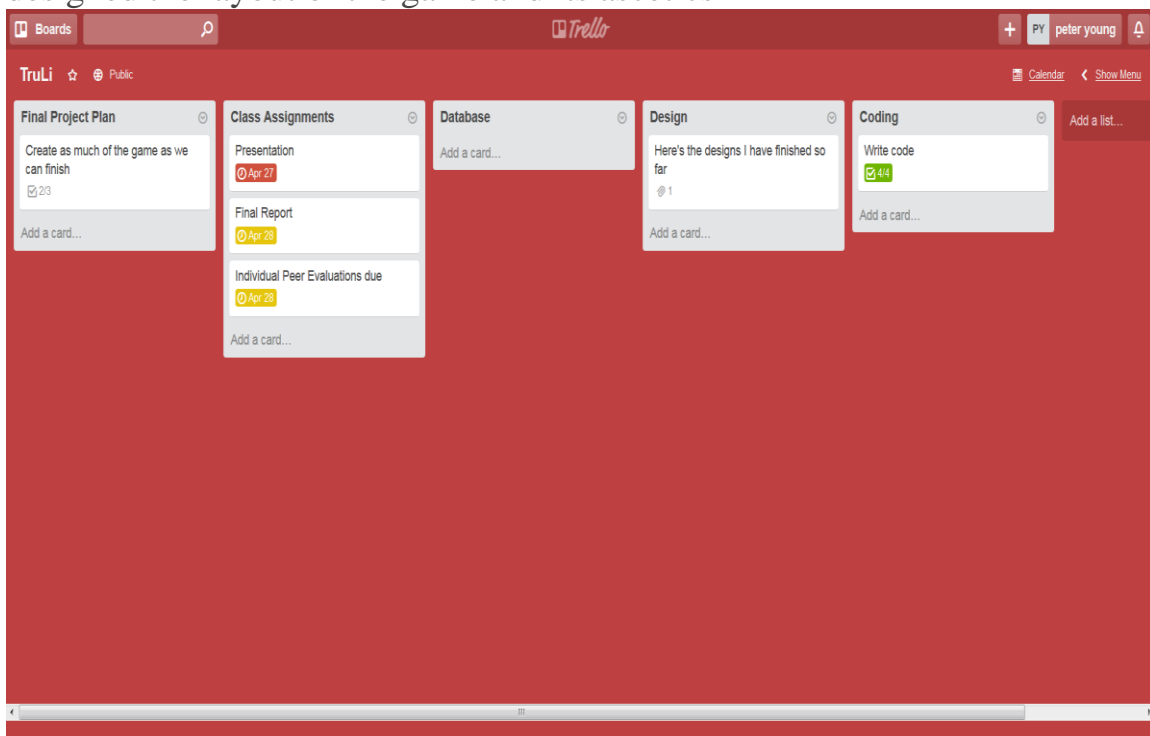
Members: Peter Young, Jesse Tallez, Emily Stohl, Ian Courtney

Methodologies: Agile & Pair Programming

Project Tracker: Trello https://trello.com/b/FpYEEmnR/truli

Contributions

Emily Stohl: She handled all the planning and meetings for the project and designed the layout of the game and its ascetics

Lobby View

Your Games

Emily's Turn	6 players
Your Turn	5 players
Waiting...	3 players

Start New Game

Table View:
- Shows games currently being played
- Indicates if it is the player's turn by shading the table entry (or some other indicator)
- Clicking on one table entry will open the Game Screen View for that game

Start new game button:
- When clicked, opens New Game View

< Back

9	10	11
	10	12

My Cat
This is a card that has been played by another player in the game.

Wrong! You gained one card.

My Dog
This is a card that has been played by another player in the game.

Correct!

Game Screen View (...)
More turns are played

New Game View

< Back   Join an Existing Game:

5/6 players	Time Limit: 5 min
2/4 players	Time Limit: ∞
1/3 players	Time Limit: 30 min
2/6 players	Time Limit: 1 hr
2/6 players	Time Limit: 1 hr

Make Your Own Game

| # of players: | ☐ |
| Time limit between turns: | ☐ |

Start

Back navigation bar (top left):
- When clicked, returns to lobby view

Table View:
- Lists all games that need more players
- Clicking on one table entry will add game to lobby view table
- Check that a player has enough truth and lie cards before starting a game. Otherwise, notification message that tells the player to make more cards

Selection boxes with specific values that can be chosen
- # of players: 2 to 6 players
- Time limit options: 5min, 30 min, 2 hr, 1 day, infinite

Start button:
- When clicked, adds game to list above

Jesse Tallez: Jesse was our chief programmer he is the real reason that it got as far as we did. He kept the main code on his and pushed it to git when we needed to.

Ian Courtney: He was in charge of working on the data base and made sure it got integrated into the game when we switched to parse
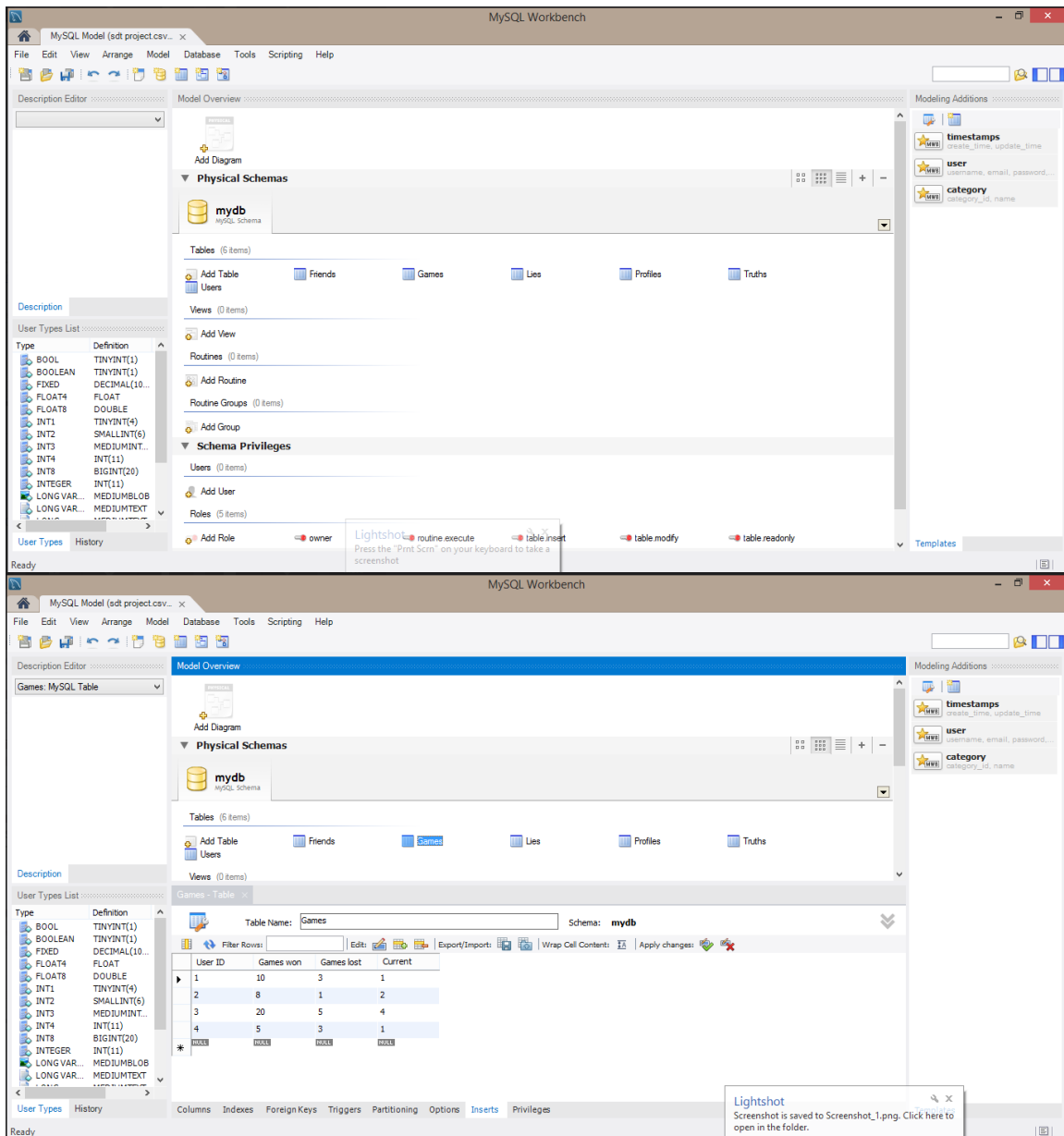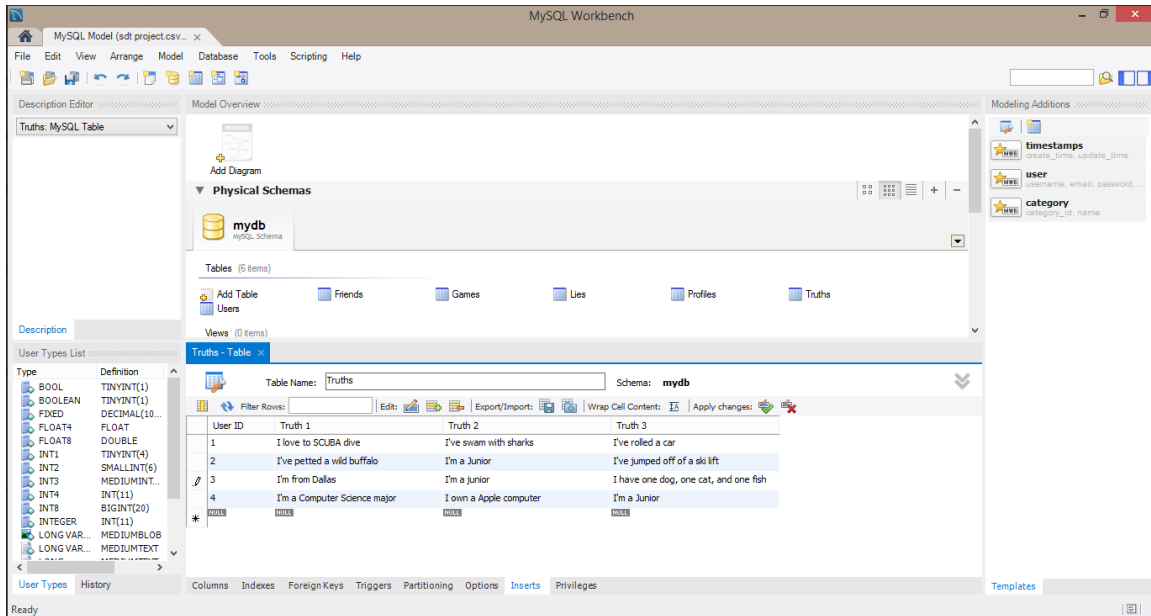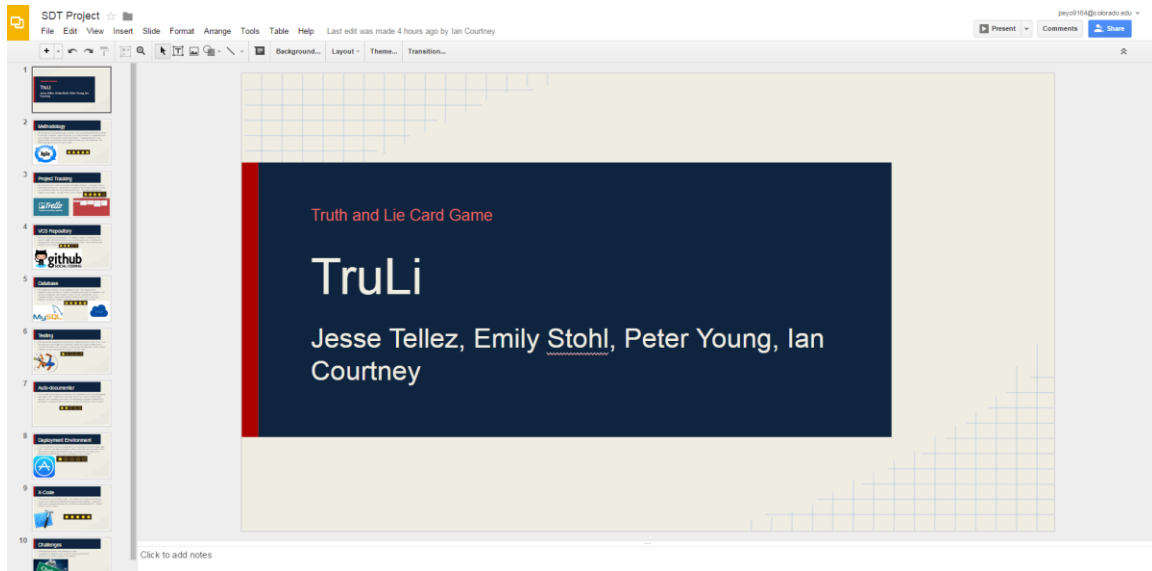
Peter Young: He worked on the programming with Jesse along with. He made sure that all the parts of the project got done and made the user tests and any other kind of gopher aspect of the project

Community Play (TruLi)						
Test Case ID: CP-01			Test Designed By: Peter Young			
Test Priority (Low/Med/High): med			Test Designed Date: 4/2/15			
Module Name: TruLi log in screen			Test Executed By: Jesse Tellez			
Test Title: Log In			Test Executed Date: 4/2/15			
Description: Check if the log in page is functional.						
Pre-conditions: User has valid username and password						
Dependencies: User name and password data base functions						
Step	Test Steps	Test Data	Predicted Results	Actual Results	Status (pass/fail)	Notes
1	Enter username	Bob	Valid user name	Valid user name	Pass	
2	Enter Password	passwords3	Valid Password	Valid Password	Pass	
3						
4						
Post-conditions: User is sent to waiting screen if steps 1 & 2 pass						

Deployment/VCS: https://github.com/JesseTellez/CSCI3308_CommPlay

The differences that have come up are:
1) that one the game does not work.
2) the game only does a 1vs1 style instead of multiple people
3) you cant chat with other players
4) you cant choose how long the game lasts.

Those are the major differences that that have come up from the start of the project