

Project Specification

Name: Jessie Shao, Yanwen Peng

Andrew IDs: jiaruis, yanwenp

- The product backlog
 - user action
 - register: let a user to register and store their username, first name, last name, email, (transformed) password into the database; the user's profile is automatically created
 - login: a user can log in successfully if its username and password match the data in the database
 - logout: the user can choose to log out and will be redirected to the home page of the game
 - view_profile: a simple user profile that shows the users' introduction and profile picture
 - display_rule: the action to display the game rule; for the first time user, it will automatically be displayed on the home page
 - rooms action
 - create_room: the action allows the user to create a room with three or five people capacity
 - join_room: the action allows the user to enter a room if the room number he/she entered is valid
 - game action
 - assign_player_id: assign player_id when player enter the room
 - distribute_words: the system will randomly distribute pre-written words to every player
 - for room with capacity three:
 - undercover/ spy (one player): receives a minority word which is similar to the majority word
 - civilians (two players): all receive a majority word
 - for room with capacity five:
 - undercover/ spy (one player): receives a minority word which is similar to the majority word
 - civilians (three players): all receive a majority word
 - Mr. White (one player): receive a blank word, who have to describe the word based on the previous description given by other players
 - chat: each player will take turn to describe the words that he/she has in an order, which is randomly assign by the system (Undercover and Mr. White should not be the first one to speak)
 - vote: at the end of each round, all players vote to eliminate the most suspicious players. All players' identities will not be released until the ending of the game
- The first sprint backlog:
 - **finished** user action

- register: let a user to register and store their username, first name, last name, email, (transformed) password into the database; the user's profile is automatically created
 - login: a user can log in successfully if its username and password match the data in the database
 - logout: the user can choose to log out and will be redirected to the home page of the game
 - display_rule: the action to display the game rule; for the first time user, it will automatically be displayed on the home page
- Work on this together
- Data Model
 - Profile (may implement)
 - id: profile id
 - info: user's self-info
 - friends: the users this user follows
 - profile_image: user profile image
 - Room
 - id: room id
 - capacity: room capacity (three or five)
 - player: (fk) users in this room
 - ready: true if all players are ready to play the game
- UI mockup

