**Taboo:**

* As a creator I can create a new game and determine game settings
  + Lose points for pass?
  + Lose points for error?
  + New game code is generated.
* As a player I can join a new game of taboo
  + Enter game code to be added as player.
  + Enter username
  + Be assigned to a team by creator/auto assigned once Start Game selected by creator.
* Game Flow:
  + Pregame Setup
    - Start Game is selected by creator.
    - Number of rounds per team is set (e.g. 5 people per team with 2 turns = 10 turns)
    - Each player is assigned to Team 1 or Team 2 by Creator. If unassigned, they are just a spectator.
    - Team 1 players can edit Team 1 Name. Team 2 players can edit team 2 names.
  + Guessing Round Starts – Round 1, Team 1:
    - Creator chooses guesser from Team 1.
    - Creator chooses watcher from a different team.
  + As a “Charades” person:
    - A “Begin” button displays.
    - Once Begin is clicked, a card is displayed on my screen and the watchers screen.
    - A timer is displayed on all screens
    - I can select Next to view the next card in the stack
    - I can select Previous to view the previous card in the stack.
    - When time ends, I can not see any more cards.
  + As a “Watcher”:
    - I can see the card that the guesser can see.
    - I cannot select Next/Previous on card.
    - I can press a “Boink” button if guesser says a forbidden word. If selected, a noise plays out loud.
  + Time Expires
    - A list of all the cards are displayed on the screen for that round with their status (Correct, Pass, Error, None).
    - Host has drop down to edit status of card. Select previous or next to view next card
    - Select confirm on last card to lock in round total for that team.
  + Score generated:
    - Each correct card receives 5 points.
    - Each error card subtracts 2 points (2 points).
    - Each passed card subtracts 1 point (optional)
    - Score for each team is updated.
    - Creator chooses a guesser from Team 2 and a watcher from Team 1.
    - Repeat Guessing Round – Score Generated
  + Continue/Game Over:
    - At end of each round, if current round < maximum rounds: continue game.
    - If current round = maximum game over.
    - Final score is displayed on screen with winner/loser declared.
    - Game stats are displayed:
      * Greatest number guessed in a round.
      * Longest correct streak.
      * Longest no error steak.

UI

* Home screen
  + Navbar w/ link to instructions and title
  + 2 cards: Create a new game, join a game.
* New Game:
  + Form with game questions:
  + Submit game
    - *How to tell that “this” person is host – submitted the form*
  + Game Id is generated and displayed. Link to join game now goes to pregame screen.
* Join Game
  + Form: Game id and submit button.
  + Validate game Id
* Pregame:
  + First person to join is auto-host.
  + Popup to enter name if not provided.
  + 3 components: Team 1, Team 2, Unassigned Players
  + Button to Join Team 1, Button to Join Team 2 – toggles players
  + Host only: Start game Button – Once assigned = 0 and each team as 2+ players (requires at least 4 people to play) Select Start.
  + Confirm Modal: List of players on each team. Set Team names.
    - Click Confirm to save names and continue.
    - Click Cancel to close modal.
* Game:
  + Team info component:
    - Team 1 Names and score
    - Team 2 Names and score
    - Current guesser/watcher.
  + Current round.
  + Stack of cards.
* Preround: Host: Modal: Pick round 1A guesser/watcher from team lists. Select confirm
* Round View – Selected Players:
  + Stack of cards.
  + Start button
  + Next/Previous
  + Timer – Pause / Play and Reset
  + Bonk
* Round View - Guessers
  + Who is currently the “charades person”
  + Who is currently the guesser
  + Warning for “observing team” not to guess.
  + Timer
* TimeUp:
  + Stack of cards in order.
  + Card status: Correct/Incorrect.
  + Correct/Incorrect button for watcher. Changes status
  + Confirm button for watcher.
  + Repeat Preround – Timeup for Team B.
  + If current round < total rounds: Repeat Preround – Timeup for Team A
* Game Over:
  + Score component
  + Host: Link to create a new game.