Our project is an online multiplayer card game inspired by Cards Against Humanity. The basic premise of the game is that every round a situation card is drawn that has a sentence or phrase with a missing word. Players are given a set number of cards that can potentially complete the sentence and they select 1 of their cards to fill in this blank space with the goal of creating the most humorous sentence possible. Points are then awarded to the players who played the funniest cards. The process repeats until a player reaches a point threshold thereby winning the game.

Intro

introduce team,

brief background, we're all coders ect

overview:

basic game, based on card games like cards against humanity,

basic mechanics, how each round will work ect

motivation: We're big fans of our source material, but have found many mobile adaptations to be lacking in features that we feel are essential to the game. And to get an A in this class.

We feel the existing apps are not family oriented and would like to include an option to cencor or remove vulgar material from the game.

Backgrounds:

We're all cs majors, we come from multiple backgrounds and have experience building games in various engines and some networking. However this is the first time building a phone application with networking across multiple networks.

Customer need:

appeals to on the go,

don't want to deal with the actual cards

appeals to lonely souls

people who don't like the vulgarity of the original,

proposed solution:

our app will be family friendly, convenient and will easily connect users with people to play with, in a stylized package.

Our app will differ than others of the same field by adding various game modifiers that can change the way users play, and options to remove offensive or vulgar material to make the game more appealing to younger audiences. We will also add communication features to allow a more social aspect to our app, either through a chat log or full voice thing.....

measures of success:

the ease of use. How quickly can new users be able to understand and play the game.

Fast/instantanious networking, no lag.

Customer feedback, if they enjoy it then we are doing a good job.

Technology:

we want to develop this for mobile platforms, focusing first on android using portable code, with option plans to expand to multiple platforms,

we will set it up as a client/server application. No client will directly connect to another. Our server will be coded in java, the native language of android. Each client will connect to the server which will connect the player to a game lobby, the server and client will communicate back and forth indicating player actions such as cards they have played and messages players have typed. We are currently looking at utilizing unity for the client side application.

There are plenty of documentation for unity and android development, and from our research we believe that this project is feasible.

Minimum viable product:

Multiple clients can connect to a server to create multiple game instances.

Project management:

Division of responsibility

Travis: Python Server

Mike: Unity Client

Tyler: Unity Client

Schedule:

Unity Client prototype with simulated server

Working basic UI

Menu Screens

Python Server prototype with simulated clients

Creating instances of games

Client Sending information to Server

Server Sending information to Client

Finalized Client

Finalized Server

Game Features:

Game Modes:

Standard: Play fill cards and gain points base on others votes.

Type Words: No fill cards, just type your submission, will require some sort of profanity filter

Elimination: Do not draw new cards if your submission is chosen.

Win Conditions:

Score threshold: First to reach a score or highest after that score

Turn Limit: Highest score at or after a particular turn

Elimination: No new cards are drawn if card chosen, first with no cards win.

Modifiable Game Rules:

Score Target

Turn Limit

Hand Size

Redraws per Turn

Redraws per Game

Constraints:

Minimum Players: 3

Maximum Players: To be determined. Limitations in UI or technical.