**Team:** Counter

**Client**: Mike Deiters (Oh Counter!)

**Legend:**

Priority: 1-5 (1 is top priority)

**Requirements:**

**Non-Functional:**

1. 1 History/log tab
2. 1 Logo Icon/ game icons
3. 2 (Bonus) Some animation
4. 3 Settings that allow the user to change the theme’s color, Colorblind mode
5. 4 Chess clock
6. 5 Custom background for each player

**Functional:**

* Refactoring with React.js
* Compact View (what’s important)
  + Keep the current color scheme
  + Contain the RNG name, and dice, and random player selector, and a way to navigate to it.
* Expanded View (Current View)
* Keep the cookie storage of game.
* Timer

**Domain:**

* <http://ohcounter.com/#>
* <https://github.com/ggcmaps/ggcmaps.github.io/blob/master/CONTRIBUTING.md>
* ToolKits: Material/Ant/SASS(works with mobile, currently used by Mike)
  + Testing Toolkits: Enzyme, Jest(JSX)?
* TypeScript or JavaScript?

**Rules and Ethics:** In-game ethics and rules apply