Better Jackbox – Reed, Thys, Ankita, Sam, Elle

Section 1: Product Overview

Our product is a web-based multiplayer party game. Each user will be able to create a lobby or join somebody else's with a given code; it's meant to be played with friends rather than strangers. Game modes all center around text and images created by the players for the sake of entertainment. The settings of each game are adjustable to each group's preferences, and the pace of each round is quick. The games included will be based around group voting and user submissions of text and drawings -- with additional twists such as bluffing, word play, and asymmetric gameplay.

Section 2: User Personas

Our key audience is...

Ages: 16-30, in groups of 3-8

Mass market: People who have friends, family, or others to play with, and are in need of entertainment, and have internet access

Niche markets:

- People who need an icebreaker
- People who want to relax with friends/family
- People on phones
- People on computers

Section 3: User Stories

As a <type of user>, I want <some goal> so that <some reason>.

- Like all types of users, I want to be able to connect to servers with others so that I can play with others.
- Like all types of users, I want to be able to select options to respond to prompts, so that I can interact with the game.
- Like all types of users, I want my computer to be able to quickly interface with the online server so that my game will be responsive.
- As a user playing with friends or family, I want to be able to randomize the game mode and settings automatically so that we don't have to choose.
- As a user playing with friends or family, I want to be able to access the game on multiple different devices so that we can all play together.
- As a computer user, I want to be able to easily draw with a mouse so that I can contribute to user submissions no matter the game mode
- As a phone/iPad/kindle user, I want to be able to easily play every game using my phone so that computer users don't have an advantage.
- As a user playing with friends, I want to be able to create private password-protected lobbies that need a room code so that only my friends and I can join.
- As a returning user, I want to be able to select different games to play with various settings so that there is more variety.

– As an improving gamer, I want to be able to see a leaderboard of the players' points in between rounds of a game so that I can keep up with the current standings and improve if I need to.
– As a competitive gamer, I want to be able to win the games I play so that my ego is boosted.

Section 4: Development Platform

Dreamweaver:

- JavaScript, CSS, HTML, and more languages supported
- Design tools
- Ability to create testing servers & view real-time previews
- Git integration
- Best web tool available in software center, runnable on all teammate's laptops

Section 5: Minimum Viable Product

Key Minimum Feature Set

- Runs on web (hosted locally or on remote server)
- Intuitive user interface navigable on at least PCs
- Multiple people on different devices can join the same game/lobby
- At least one fully functioning game
  - Text/images created by players passed between devices and voted upon
    - Image creation also includes preset shapes, texts can be set to different sizes and fronts and can be positioned.
  - Scores dictated by player voting or player guessing
  - User-defined settings (number of rounds, point multipliers, prompts, etc.)