Team 2 week 2 notes

* Decide how the UI will look.
* After pressing start you should be able to select a game mode.
* Sort the rules.

Application Timeline

Main menu -> Mode Selection -> Add players -> Inputting Forfeits -> Round start -> Timer/bomb starts -> Timer Ends -> Randomly select forfeit from inputs -> Quit or Continue

Pass the bomb rules.

* Randomly generated task.
* Between 30-50 second timer.
* To start the game you must press start. It must not start automatically.
* Randomly generate forfeit.

Question round rules

* Generate a question
* Generate answers if there are any
* Press button to start game
* Generate a timer for each question, 10-15 seconds
* Randomly generate forfeit

Roles

* Coding – Sean and Jared
* UI – Dan
* Website – Dan
* Database – Dan and Jared