write_illegibly
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Scribble

Project Description:

Scribble is a multiplayer drawing game. For each round, the user would guess the word being drawn or draw one of the three words given to them.

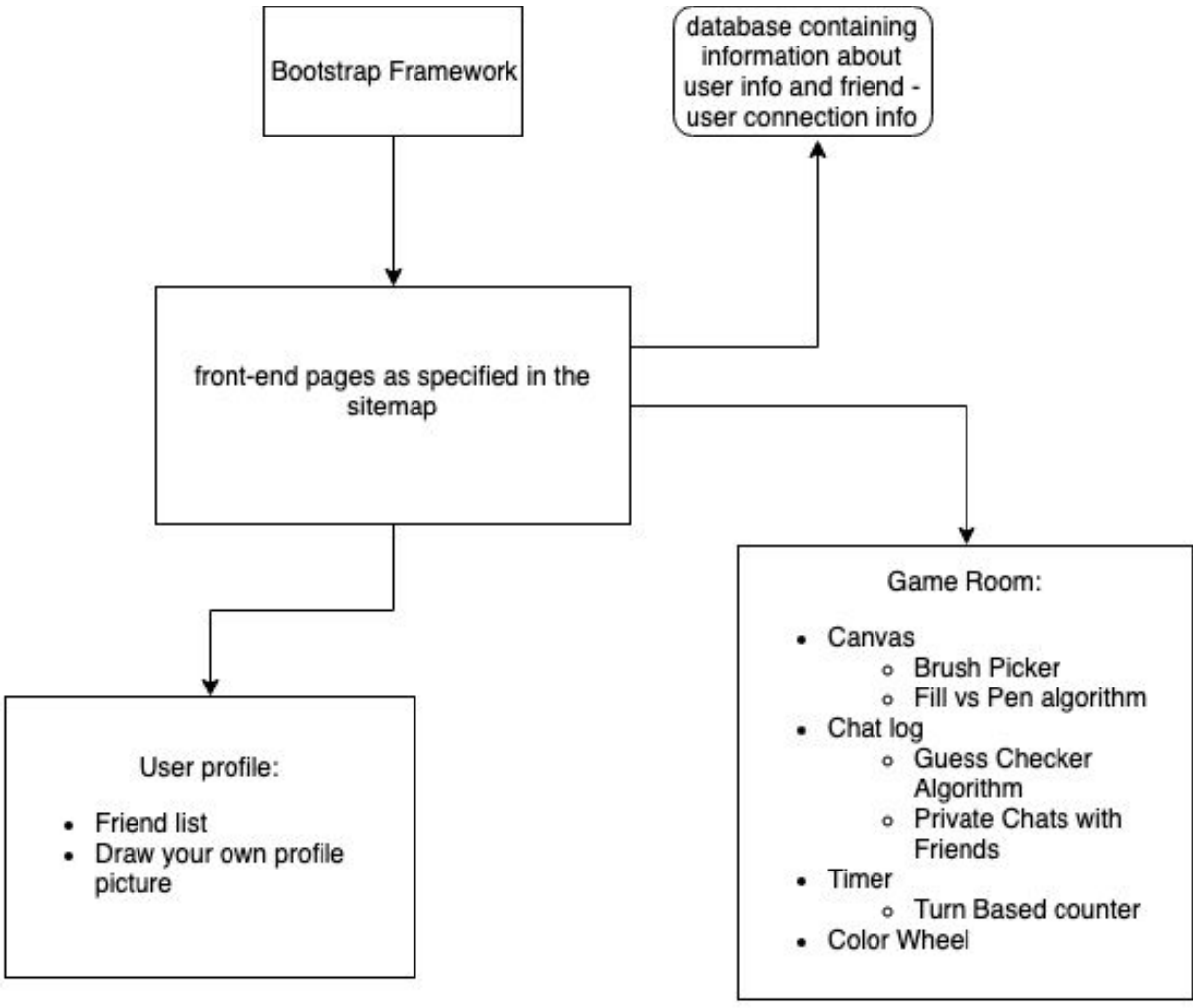
Component List:

- Game rooms
    - Room settings : Must be inputted to create the room initially
        - Draw time
        - Number of rounds
        - User inputted words (custom words that can be added to the game)
        - Choose max players for the game
    - Chat log
        - Guess checker (disregards upper and lowercase) : exact is correct
        - If the person is correct, they become unable to talk in chat until the next round (and their correct answer is not shown to others in the chat), but can still see the chat
    - Points : Each time a person guesses correctly, they receive points based on how quickly they got it. Drawer gets points based off how many people guessed correctly.
    - Turns : The drawing turns are chosen based on when the users entered the room with the room creator being first
    - Timer: Keeps track of who is currently drawing and who are guessing.
    - Players : Can join mid-game
- Game drawing canvas
    - Word to draw is randomly chosen (adds in custom words and random words are put in to match the number of rounds - these words are then chosen once randomly each round)
    - Color / Brush size picker
    - FIll vs Pen Drawing methods
    - Eraser / Clear board (clear board is automatic after each round)
- Friend system
    - Adding friends
        - In game, there will be a add friend button next to each person
        - There will be a friend's list
- User profile
    - Draw your pfp upon creating your account, and you can update it later
    - Stored in static and named by the user's UUID
- Extra features:

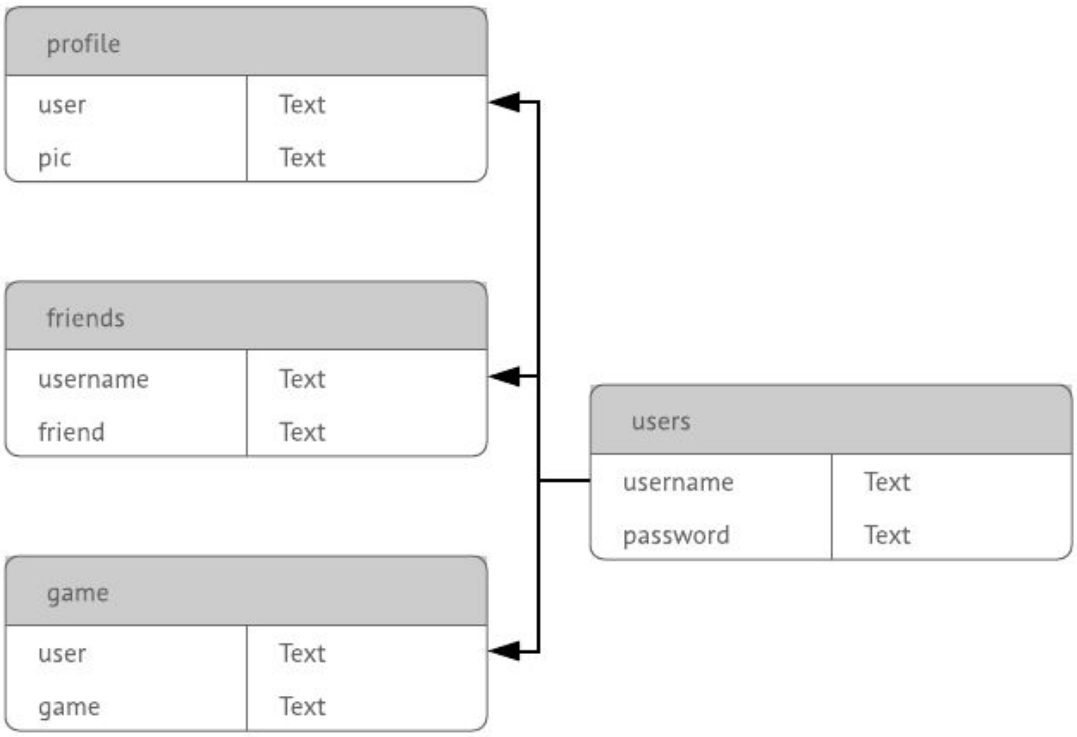
- OAuth2: Additional log in method
- More enhanced Friend System

Component Map:
https://www.lucidchart.com/invitations/accept/93c1cac6-8649-476c-985b-502013eaed45

Our team will be using Bootstrap because we are more familiar with this framework.

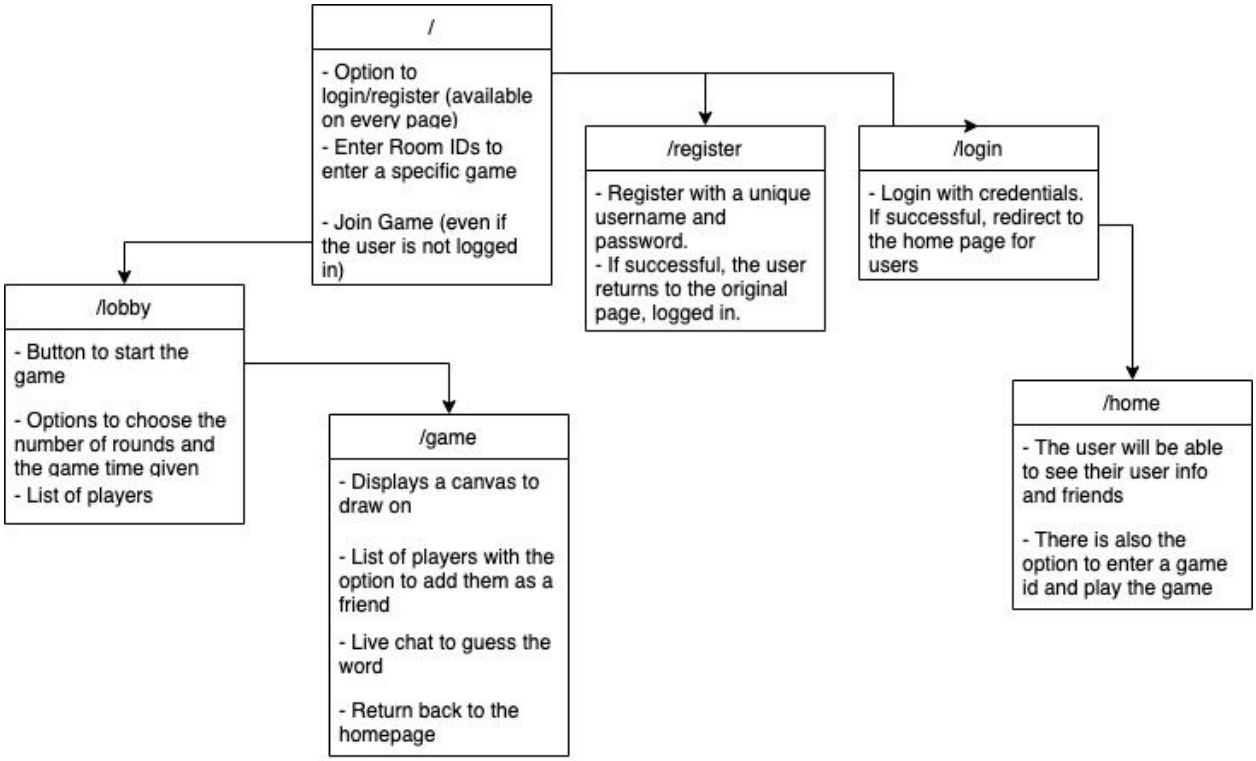


Database Schema:
https://www.lucidchart.com/invitations/accept/a9c45211-6067-4ce0-8036-793aab730243



Every user will be kept track of through username and password. Their username will connect them with all other informations such as friends, the game they enter and their profile picture. Their username is also unique to them and will serve as the display name.

Site Map:



TimeLine:

1. Finish/revise the design doc
2. Basic Flask app
3. Simple demo of a socket/ canvas connection
4. Basic chat features
5. Word guessing algorithm
6. Drawing canvas capabilities
7. Turned based drawing / guessing
8. Game rooms with guests
9. Test basic gameplay features
10. Point Systems Added
11. Login/ Register capabilities (User Profile pfp creation/details)
12. Friend features (requests/game rooms/chats)
13. Test the login/friend features
14. Apply Front End Framework
15. Extra features / test

Version 0.5:

- Turn Based Gameplay

- Chat, Canvas Drawing and

Version 1:

- Complete Gameplay of a guest completed
- Point System
- All Components of Version 0.5 should be well integrated with each other

Version 2:

- Login/ Register Functions
- Logged In User Gameplay

Roles:

Soojin Choi: Project Manager
Kevin Lin: Canvas / WebSocket stuff
Emily Lee: Frontend / Bugs / Database
Angela Tom: Chat / Guesser / Frontend