

write_illegibly

Soojin Choi (PM), Emily Lee, Kevin Lin, Angela Tom

Scribbl+

Project Description:

Scribbl+ 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:

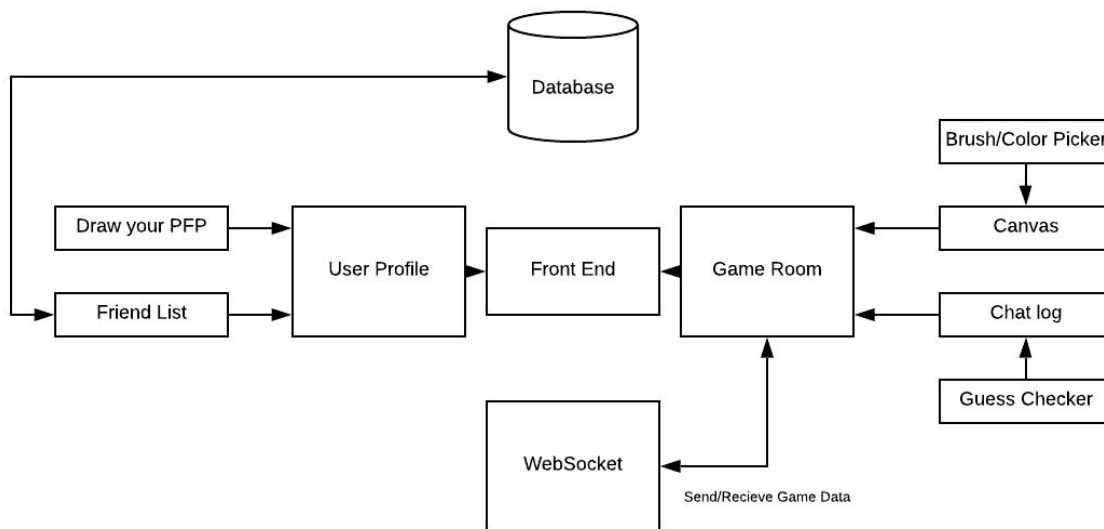
- Game rooms
 - Room settings : Must be inputted to create the room initially
 - Draw time
 - Number of rounds
 - User inputted words (custom words that can be added to the game)
 - Choose max players for the game
 - Chat log
 - Guess checker (disregards upper and lowercase) : close to word - up to one letter off - or 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), 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
 - 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
 - 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
 - Outside of game, users can input the name of the person they want to add in an add friend section
 - There will be a friend's list
 - Join friend's rooms
 - Button to join the friend's room next to the person in the friend's list (shows if the person is in game)
 - Private message to friends

- Box pop up (multiple boxes is an extra feature)
- 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

Component Map:

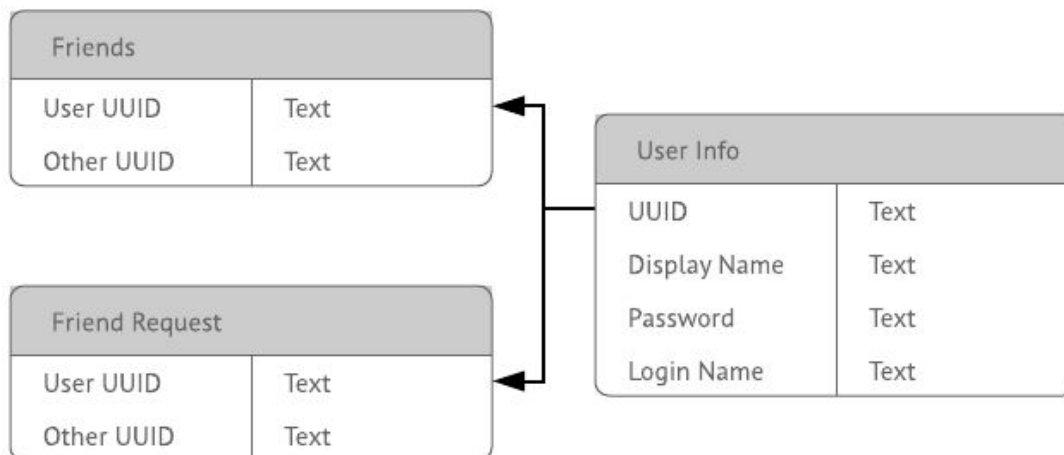
<https://www.lucidchart.com/invitations/accept/93c1cac6-8649-476c-985b-502013eaed45>

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



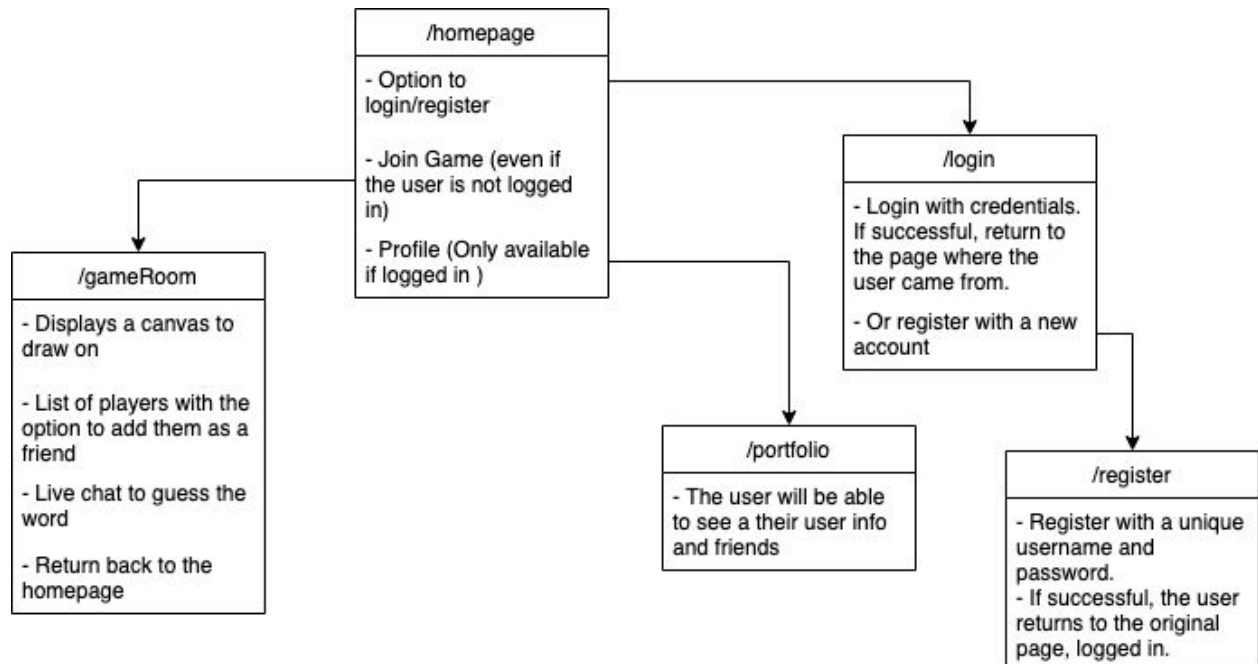
Database Schema:

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



Every user will be given a UUID upon the creation of their account. The display name will be what users on the site will typically see. This name is meant to be able to be changed, as the user will log on with their login name, not their display name. Friend requests will be stored until the person that it is being sent to either denies or accepts the request.

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. Login/ Register capabilities (User Profile pfp creation/details)
10. Friend features (requests/game rooms/chats)
11. Front end
12. Extra features

Roles:

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