

# Final Project Specification: Miller's Hollow Online

Team **Miller's Hollow**

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## **I Functionality**

### **I.1 Not in a Game**

#### **I.1.1 Authentication**

1. Login: Registered Users may login to the website by correct username and password, and get authenticated and authorized
2. Register: Unregistered Users may register to the website by providing username, password and email
3. Activate Account: Registered User may activate the account by click the activation link in the email automatically sent when successfully registered
4. Logout: Authenticated User may logout the website
5. Change Password: Authenticated User may change the password by correct current password
6. Reset Password: User who forget their password may reset the password by providing the email correspond to the account
7. Reset Password Confirm: User may set their new password by click the link in the email automatically sent when password is successfully reset

#### **I.1.2 Profiling & Setting**

1. Editing User Information: Authenticated User may change the first name, last name and email
2. Upload avatar: Authenticated User may upload a picture to change the avatar
3. Set preference game: Authenticated User may set the preference game in the settings to skip the game choose phase in build game and matching game
4. Set waiting time: Authenticated User may set the waiting time in the settings to change the default waiting time before every speech starts
5. Set Music, Display and Log settings: Authenticated User may set the music volume, display settings(turn on/off camera of other user in case the network is not good enough) and log verbosity in the settings

#### **I.1.3 Game Mode**

1. Matching Game: Authenticated User may start a matching game where different unrelated players attend
2. Build Room Game: Authenticated User may build a room game where friends are invited to play game together; in the mean time, a share token is generated for other users to join
3. Join Room Game: Authenticated User may join a room game by a share token

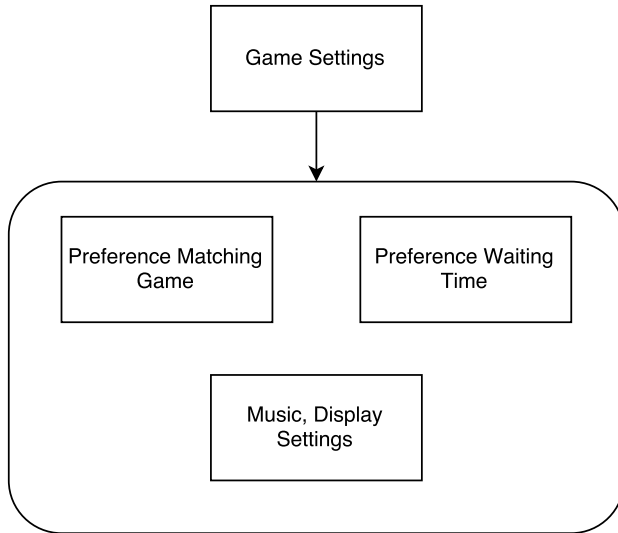


Figure 1: Functionality: Profiling & Setting

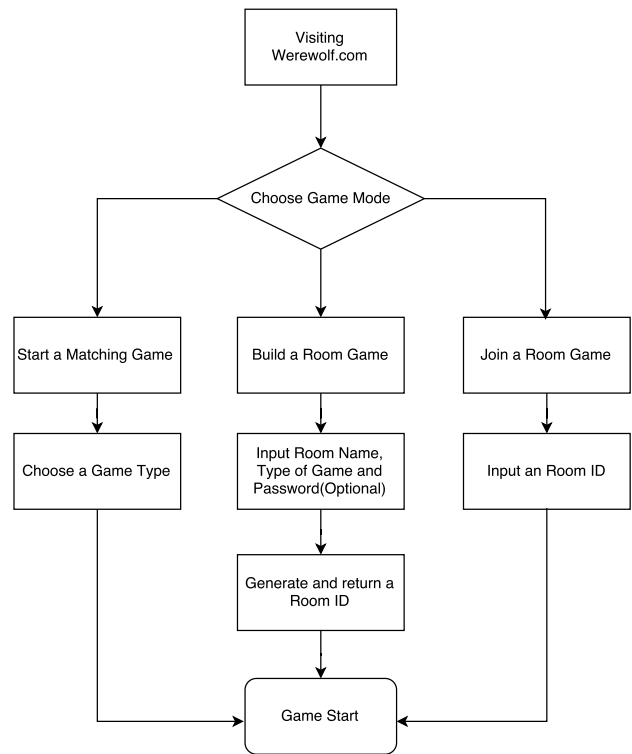


Figure 2: Functionality: Game Mode

#### 1.1.4 Room Member

When Authenticated User join a Room Game, he/she automatically becomes a Room Member

1. Change to empty seat: Room Member may change the seat to a new one if it is empty
2. Leave the room: Room Member may leave the room by clicking the Leave Button
3. Chat: Room Member may chat in the room and the message can be seen by all the Room Members
4. Get ready: Room Member may get ready by clicking the Ready Button(when all the Room Member is ready, the Room Owner can Start the game)
5. Cancel ready: Room Member who is ready may cancel it by clicking the Cancel Button

#### 1.1.5 Room Owner

Room Owner have the functionality of Room Member from 1 to 3. A Room Member can be selected as a Room Owner by the previous Room Owner. The original one is the user who build the room. A Room Game can only have one Room Owner. Room Owner has the extra functionalities as follow.

1. Set a Room Member as Room Owner: Room Owner may choose another user as the new Room Owner
2. Kickout Room Member: Room Owner may kickout Room member
3. Start Game: Room Owner may start the Room Game by clicking Start Button when all the Room Member is ready

#### 1.1.6 Achievements & Tasks

1. Tasks: Authenticated User may receive one task a day automatically in the Achievements & Tasks Board, and get awards by completing it. One user can hold three tasks at max

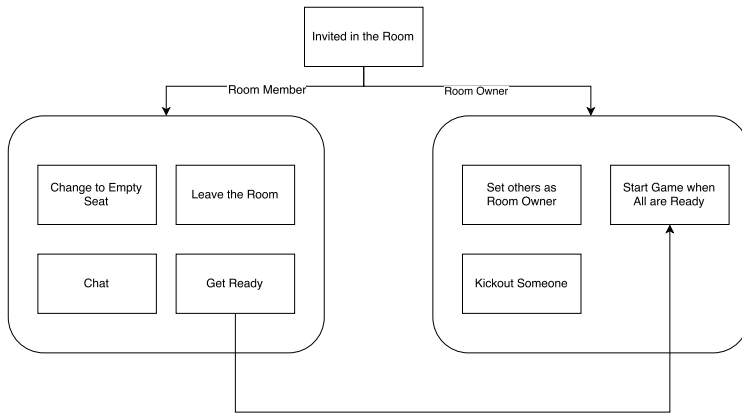


Figure 3: Functionality: Room Member & Room Owner

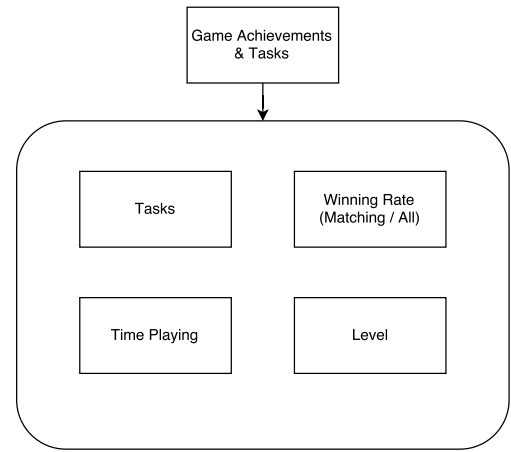


Figure 4: Functionality: Achievements & Tasks

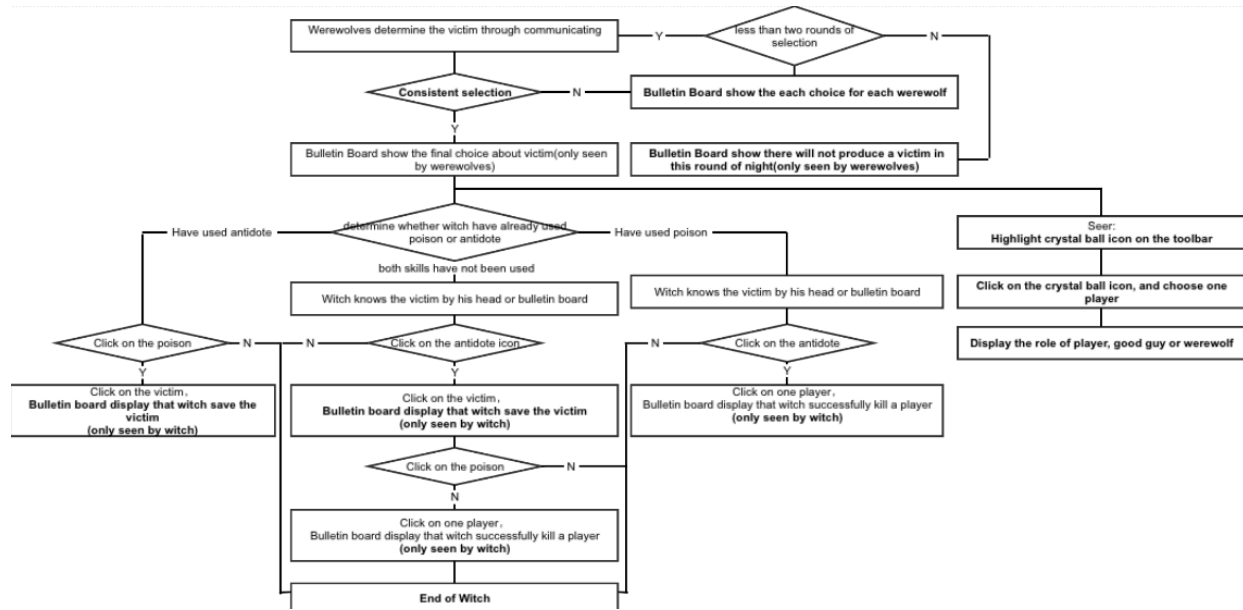


Figure 5: Functionality: Game in the Night

2. Exchange task: Authenticated User may exchange a task one day, the new one will be different from the old one
3. Winning Rate: Authenticated User may check the winning rate in the Achievements & Tasks Board
4. Time Played: Authenticated User may check the time played in the Achievements & Tasks Board
5. Level: Authenticated User may check the level in the Achievements & Tasks Board, which is mainly based on the winning rate and time played. The level is the main dependency of Matching Game.

## 1.2 In a Game

## 2 Data Model