

Zombie Dice

Section 2, Team 2 - Random Expletive on Execution

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Github:

<https://github.com/tater1309/zombiedice>

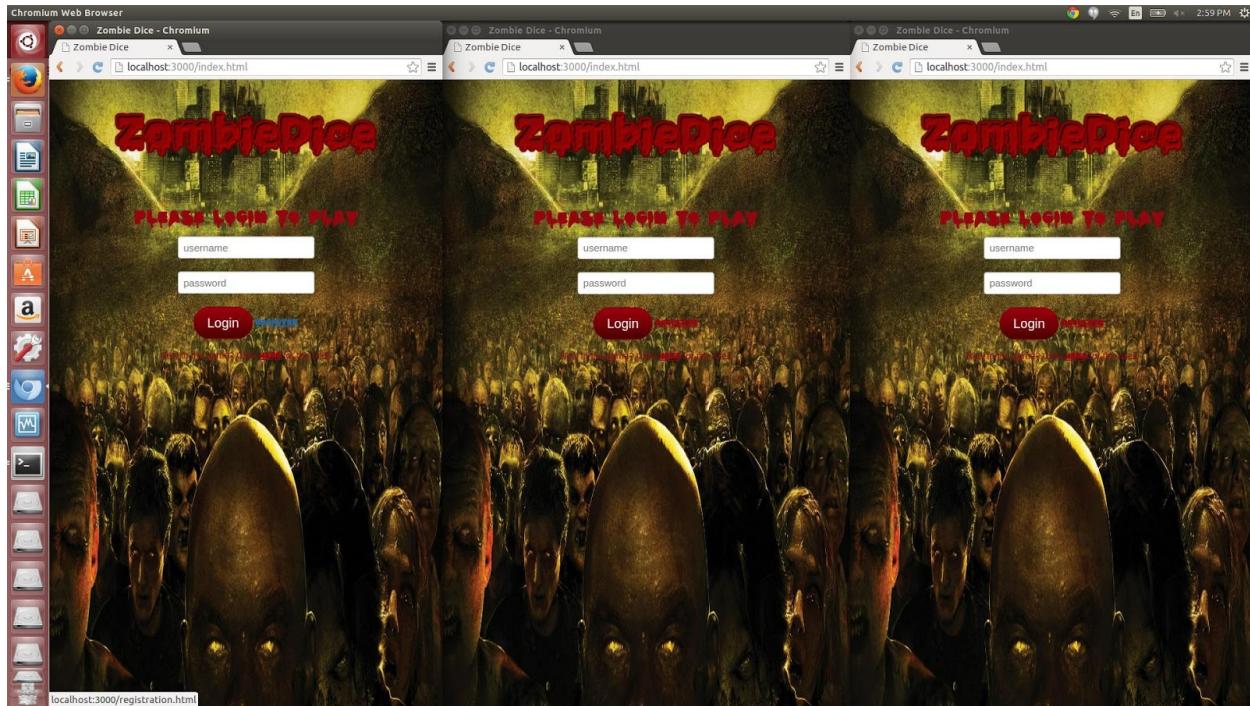
Project Description

Zombie Dice is a “press your luck” dice game. The player presses the “Roll” button once in the game; rolling is randomized. Each side of a die represents either brains, shotgun blasts, or runners with feet symbol. The objective of the game is to roll 13 brains. If a player rolls 3 shotgun blasts their turn ends and they lose all the brains collected so far. A player can roll 3 shotgun blasts in one turn, but if they roll one or two shotgun blasts; they can choose to end their turn and keep the brains collected in that turn or keep pressing their luck. Rolling a runner is not of much significant; it’s a neutral dice that doesn’t hurt or help your chances of winning. A winner is determined if a player rolls 13 brains and the other other player has taken his/her turn for that round. At the end of each game, both players’ record is updated.

When a user goes to the website (<http://localhost:3000>), they will see the game homepage shown below. They will be able to either login or register through this page. To login, the user needs to enter their username and password they created.

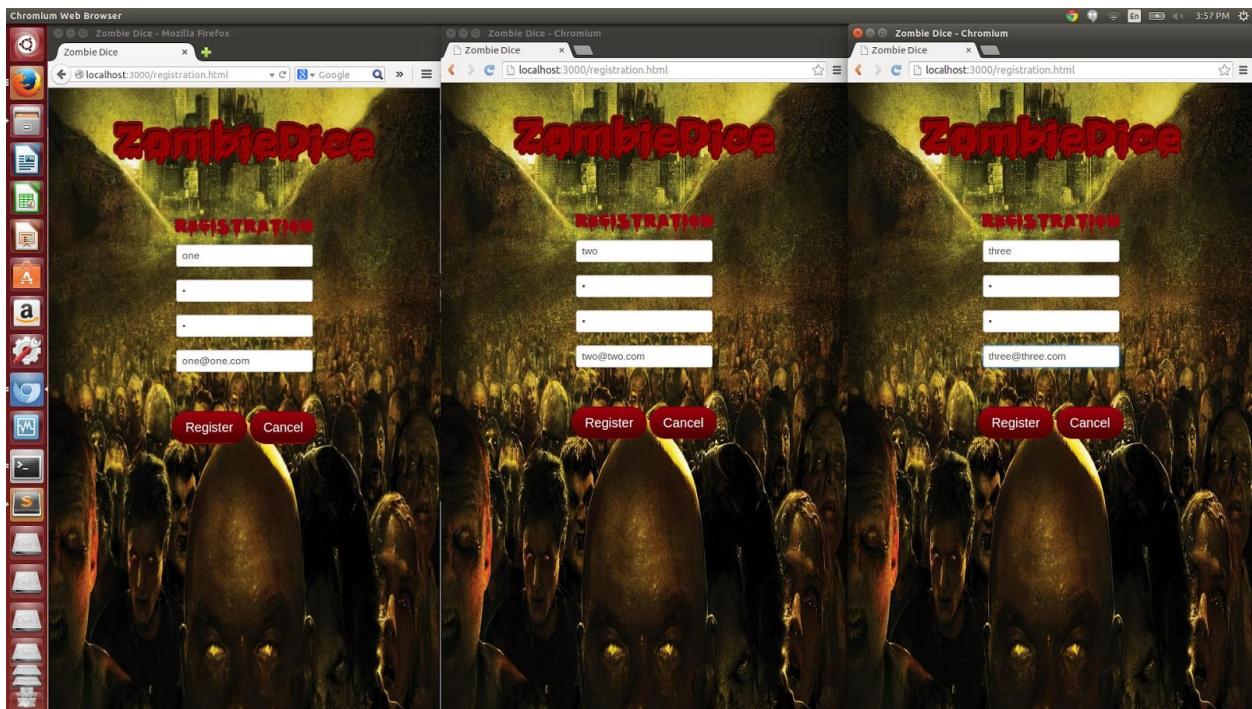
For the purposes of this document, each screenshot will contain three separate browser windows to represent three unique users/accounts. The accounts used are ‘One’, ‘Two’, and ‘Three’ respectively to browser order.

Login Page



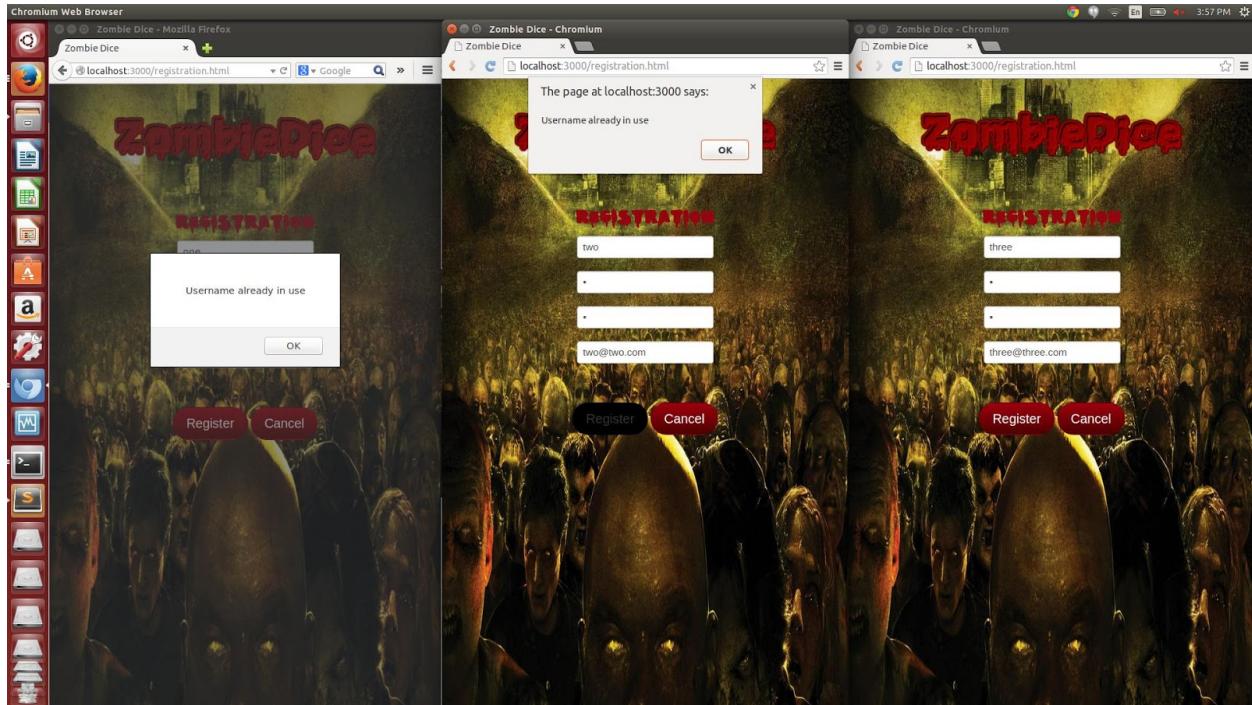
If the user hasn't already registered, they will need to register and login to play the game. Clicking the "Register" button will take the user to the page shown below. On the registration page, the user has to fill out 4 fields; username, password, re-enter the password, and enter an email. Once they fill-out all the fields, they can press "Register" to register their username and password.

Registration Page



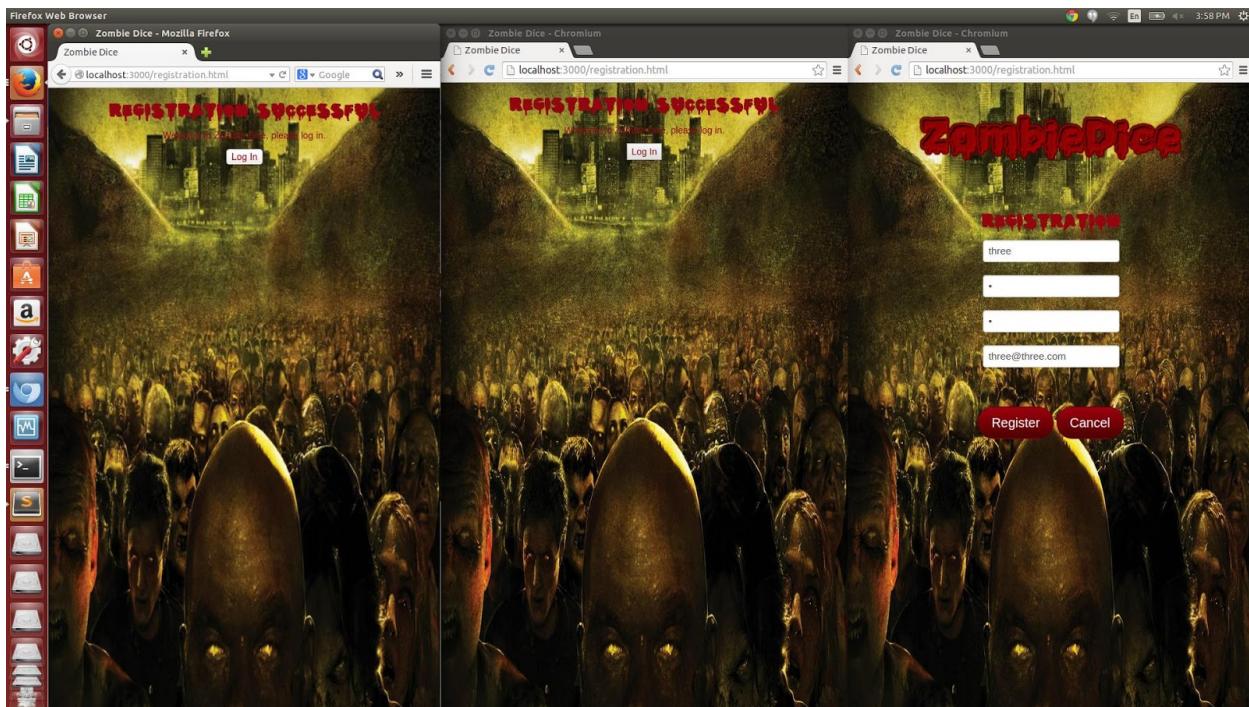
If a user tries to Login/Register with a duplicate username, the system will give out an alert telling the user that the entered username is already in use.

Username In Use

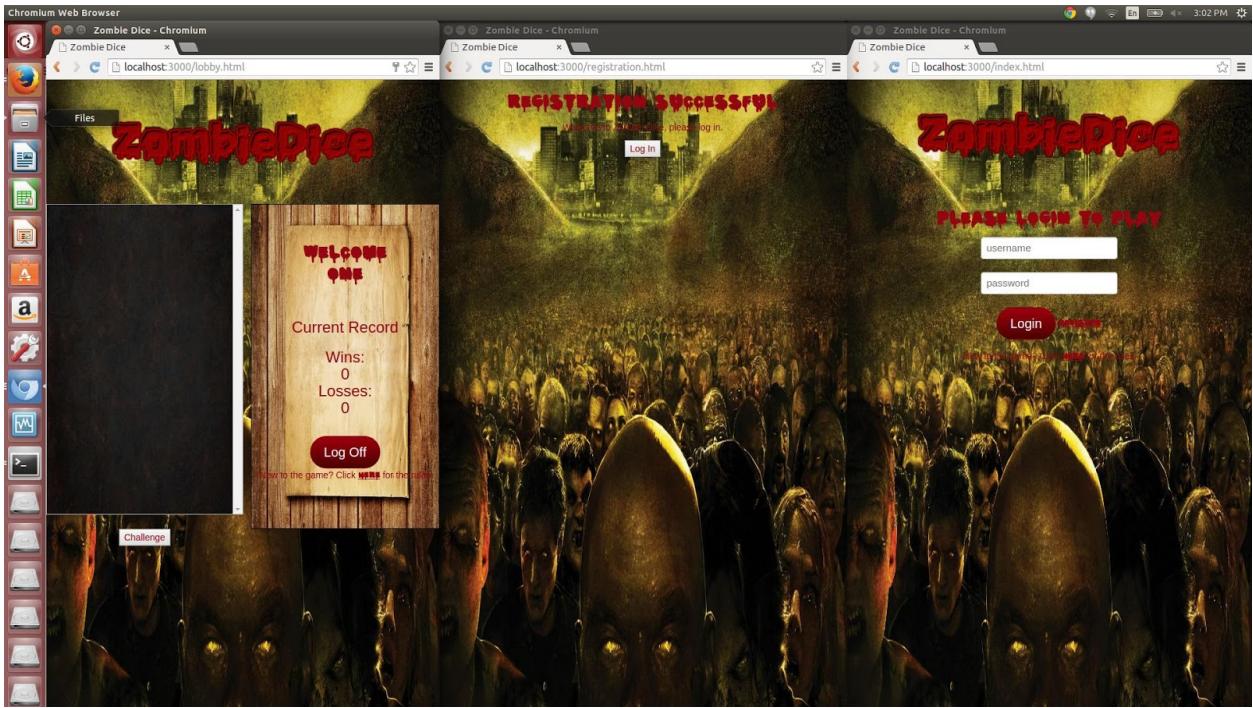


Once the user has successfully registered by completing all the fields and clicked the “Register” button, the user is asked to login as shown in the first image below. Once the user clicks the “Login” button, they are taken to the game lobby as shown in the second image below.

Registration Success

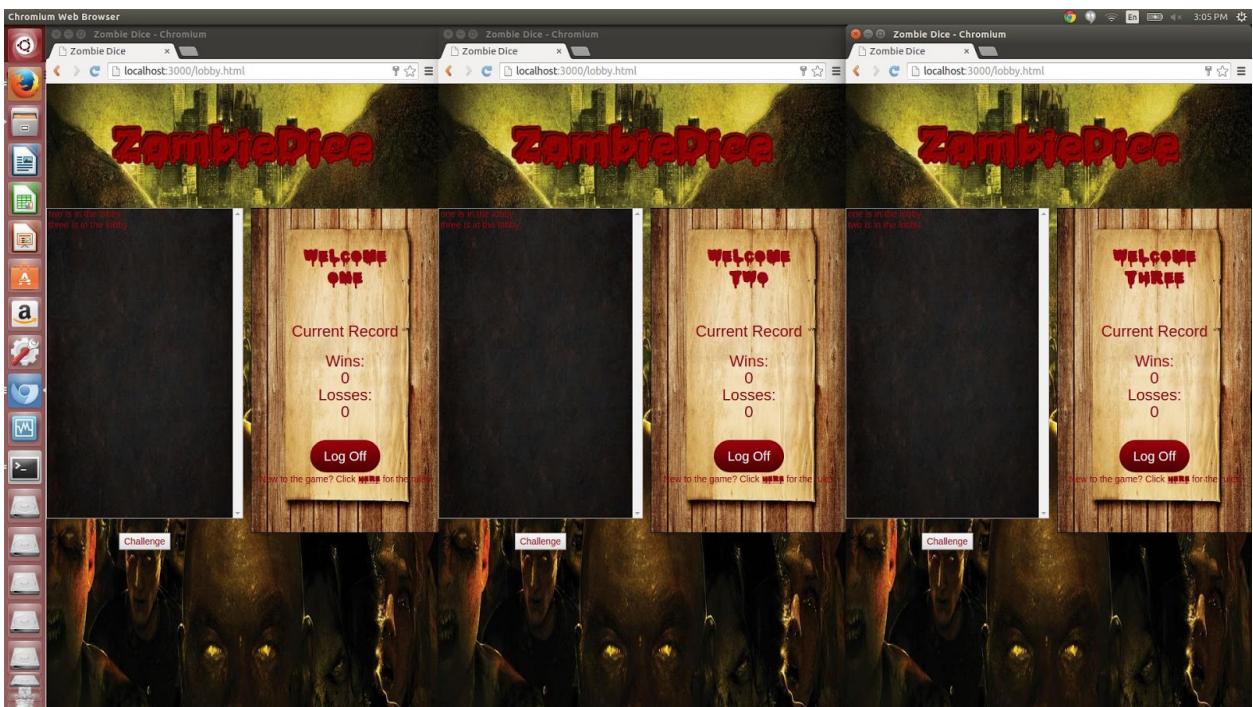


One User In Lobby (Window 1)



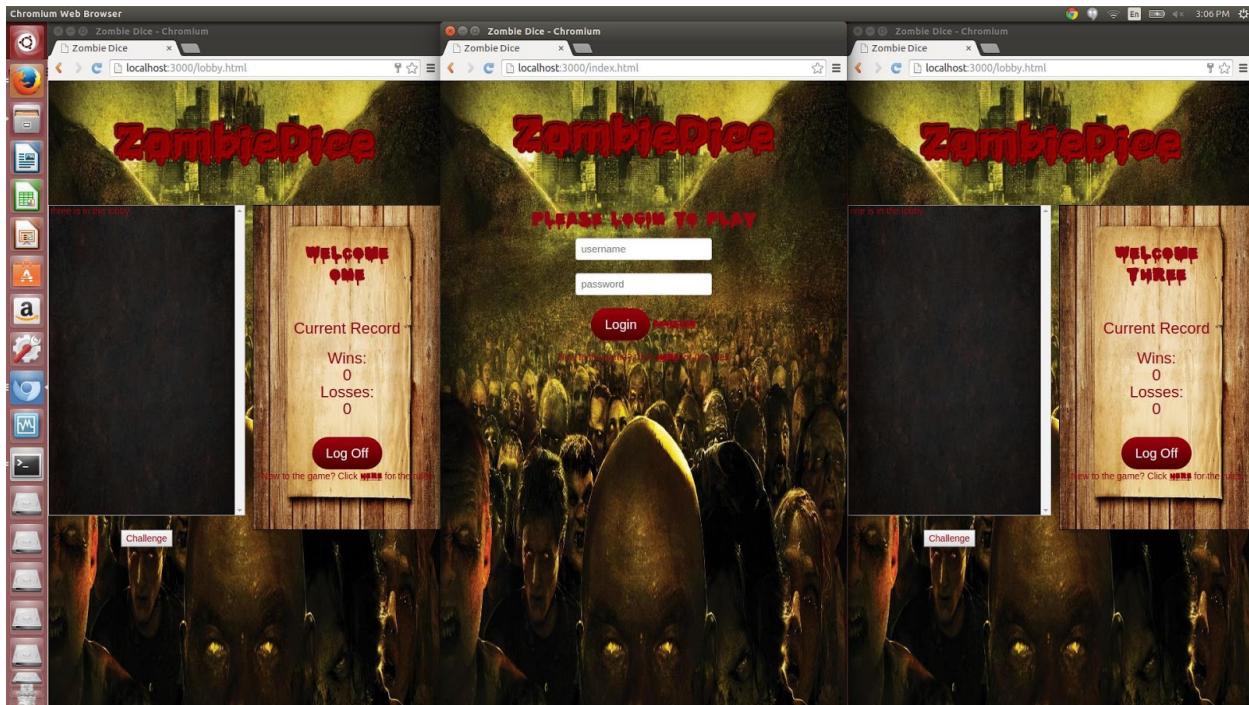
Once the user is in the lobby, they can see other users that are also in the lobby.

Multiple Users In Lobby (All three browsers logged in)

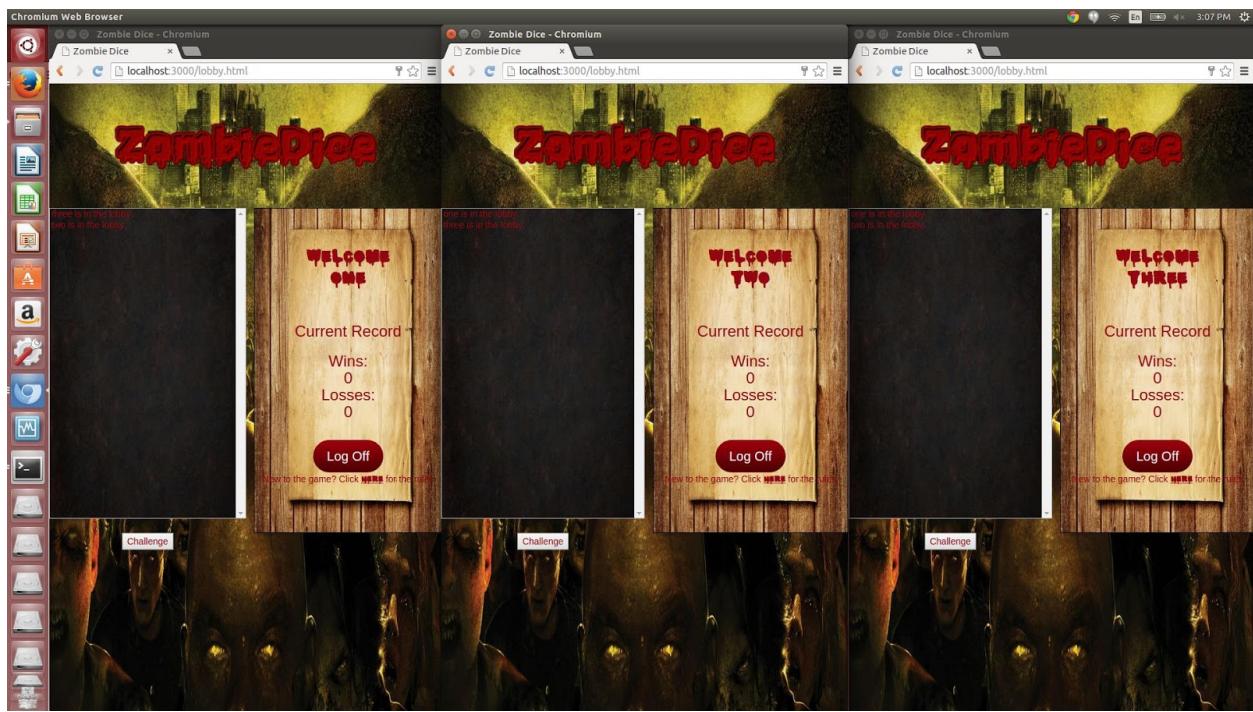


The user can log off in the lobby if they wish to, once a user logs off they are no longer seen by other players as shown in the first image below. Also, if a user signs back in, they are visible to the other user as shown in the second image below.

Two Signed Off

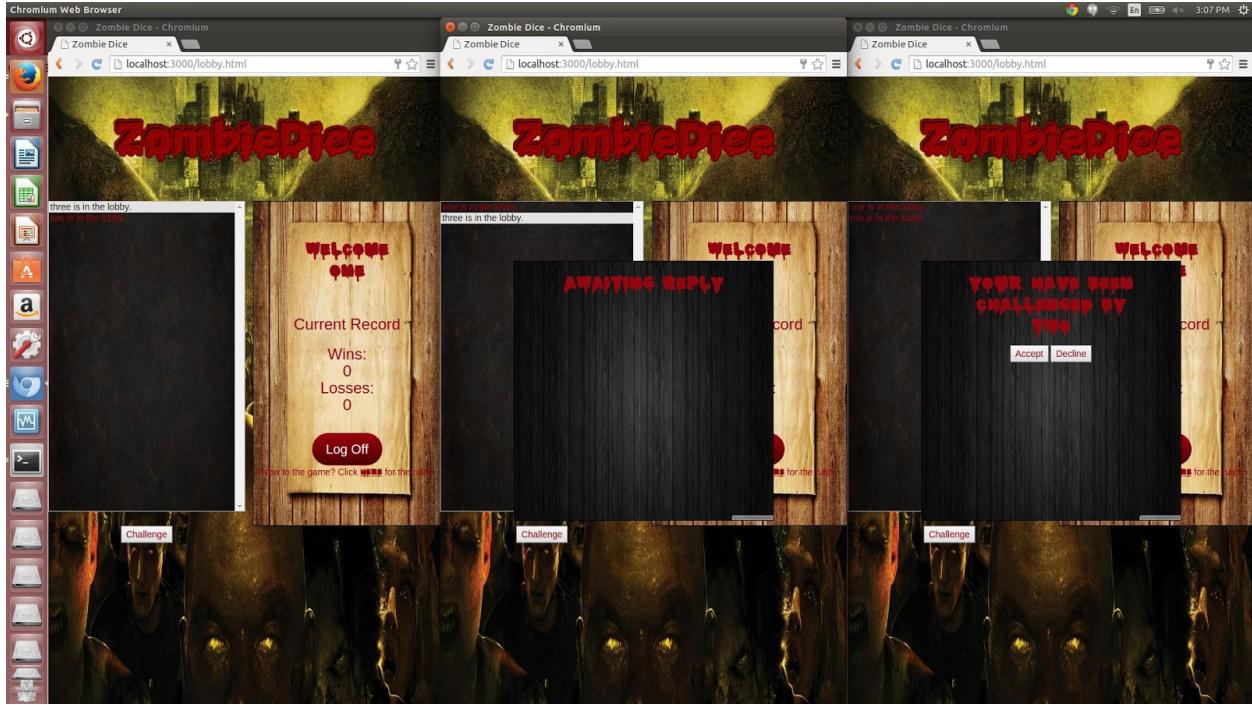


Two Signed Back In

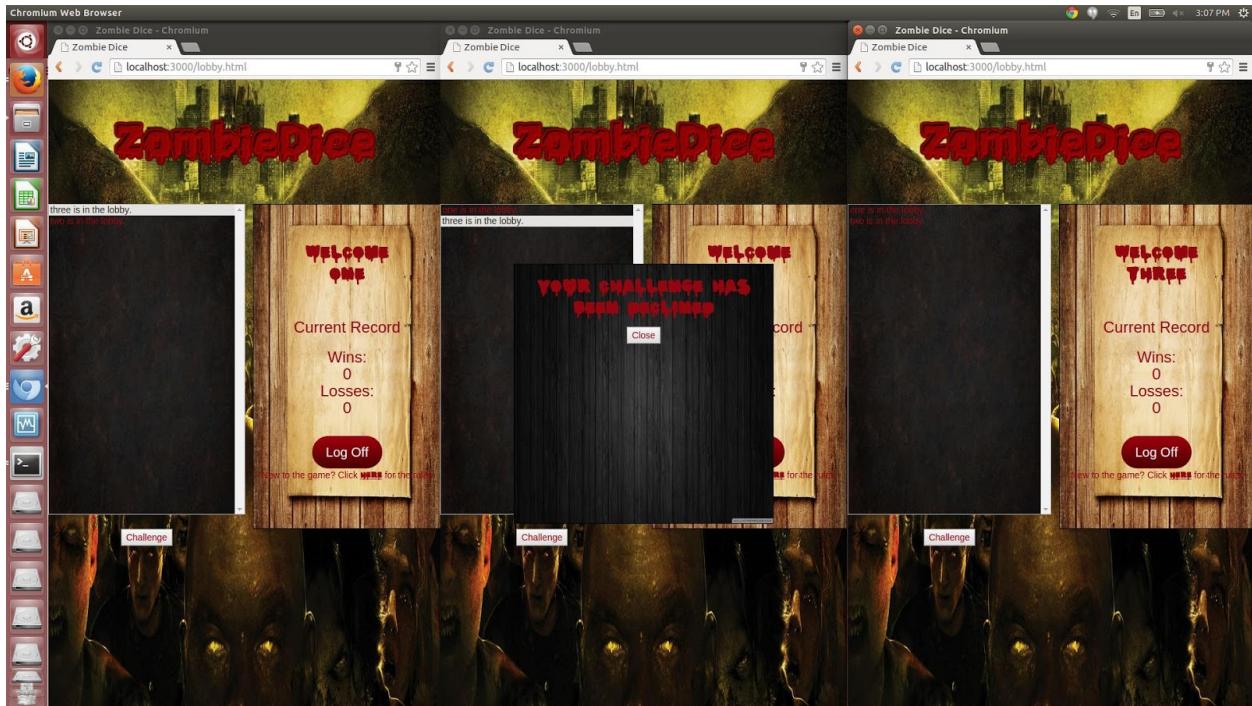


Once multiple users are in the lobby, they can challenge each other. It's up to the user being challenged to accept/decline the challenge.

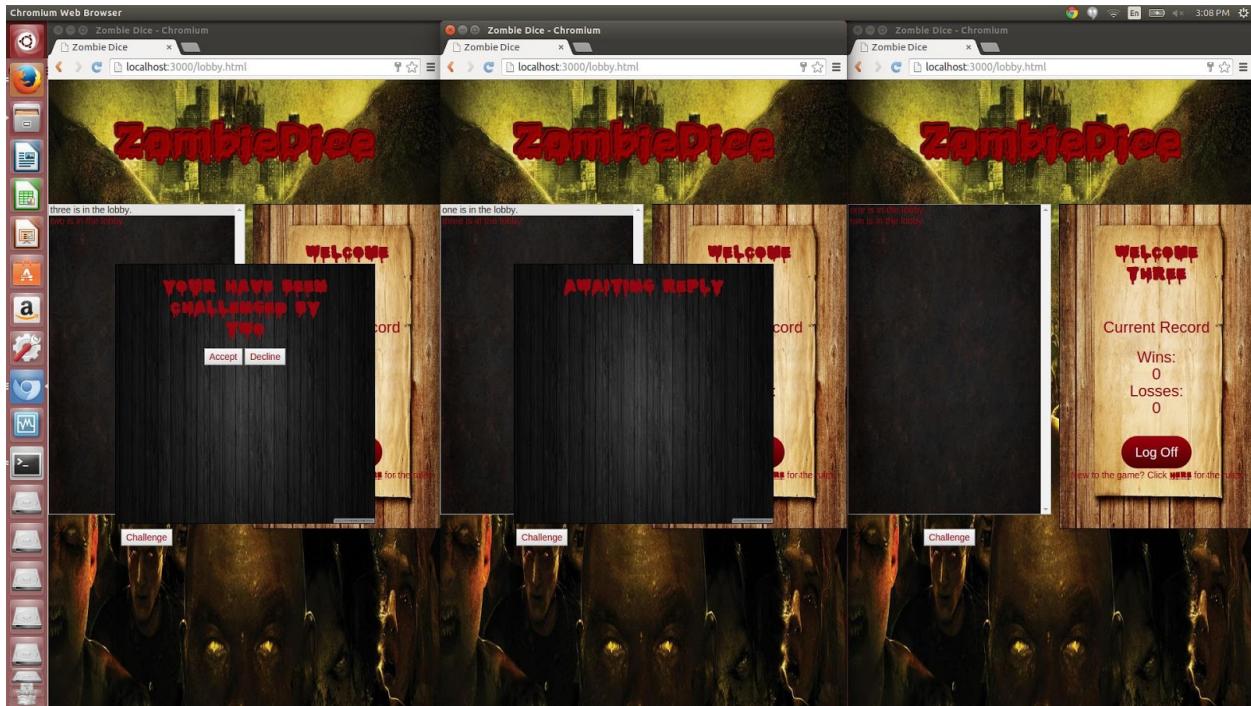
Two Challenges Three



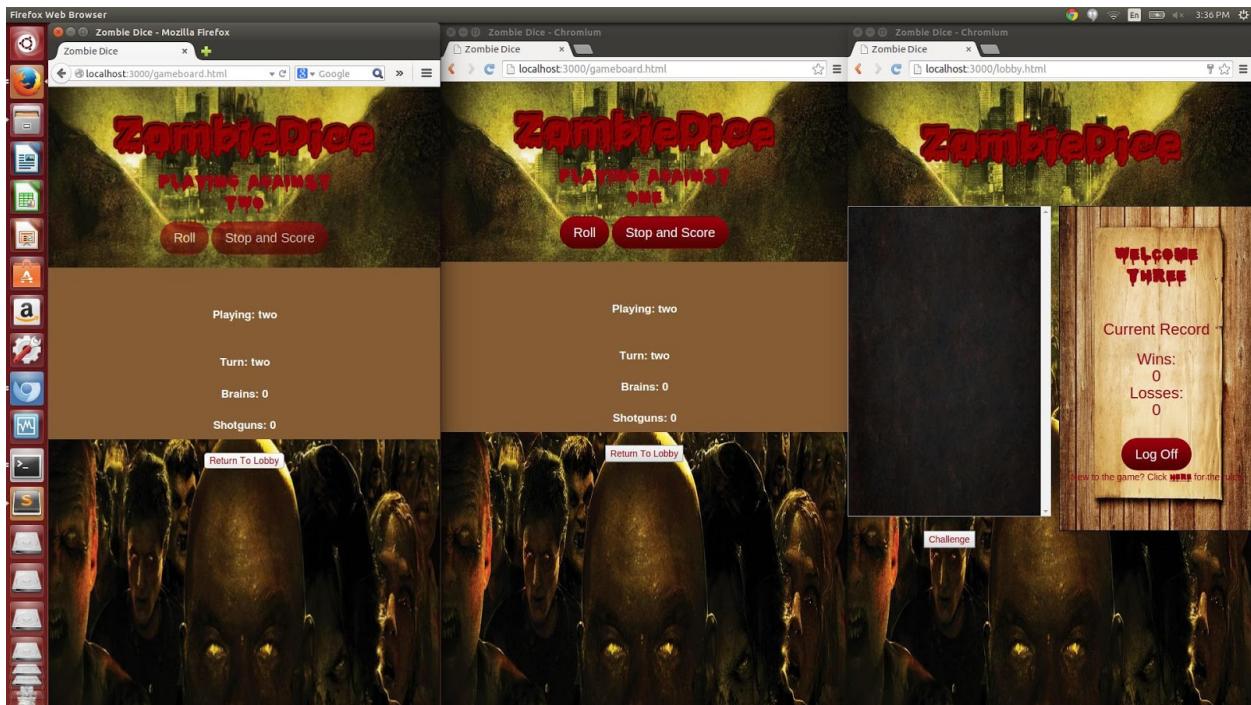
Three Declines Two's Challenge



Two Challenges One

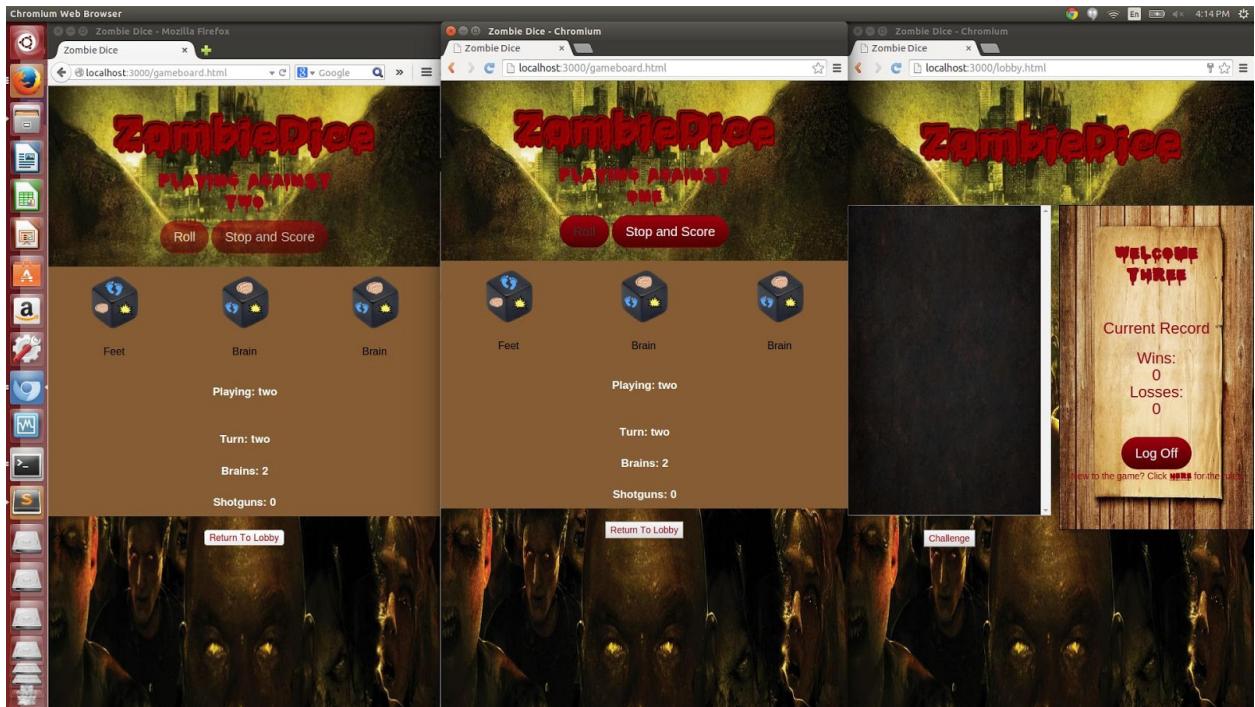


One Accepts Two's Challenge



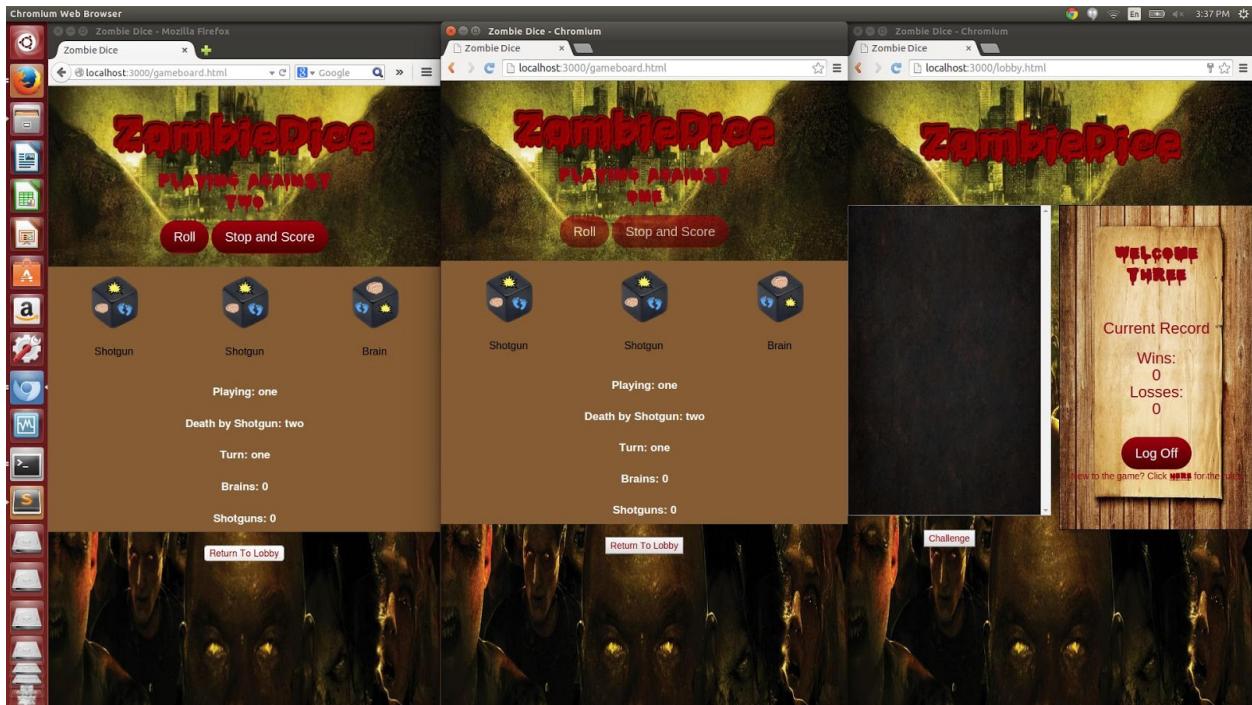
Once the user challenges an opponent, the challenger cannot take back his/her challenge. However, the user who challenges goes first if their challenge is accepted.

Two Rolls First



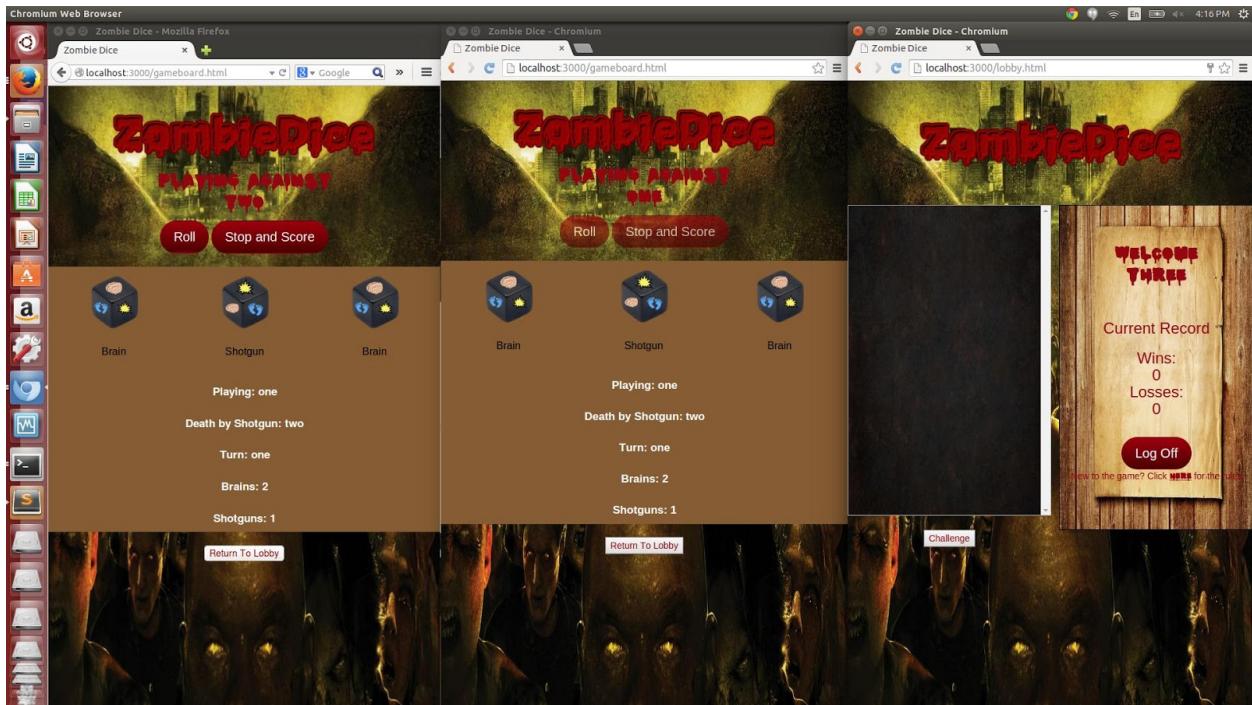
Once a user accumulates 3 shotguns in a turn, all of the brains they rolled that same turn are taken away and their turn ends.

Two Shoots him/herself

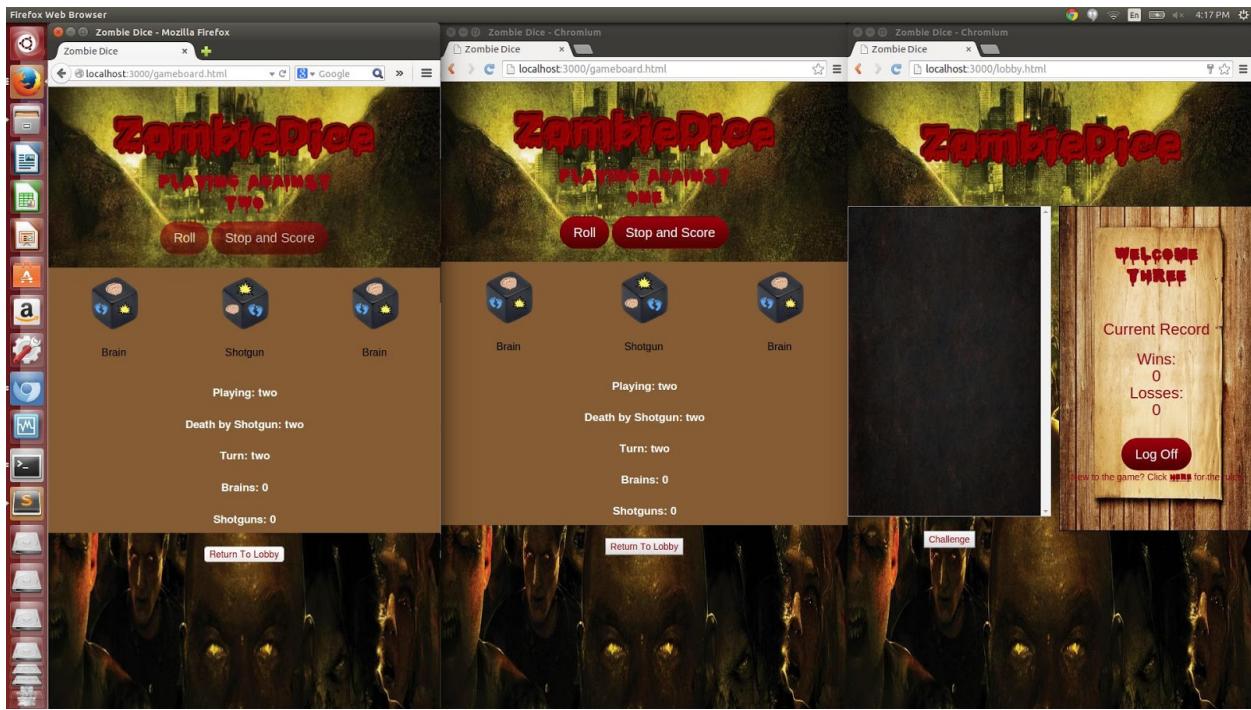


Once the first player's turn ends, the second player starts rolling until they choose to "Stop And Score" as shown in the second image below. Once they click "Stop And Score", the brains that player has accumulated so far are saved and their turn ends.

One Rolls

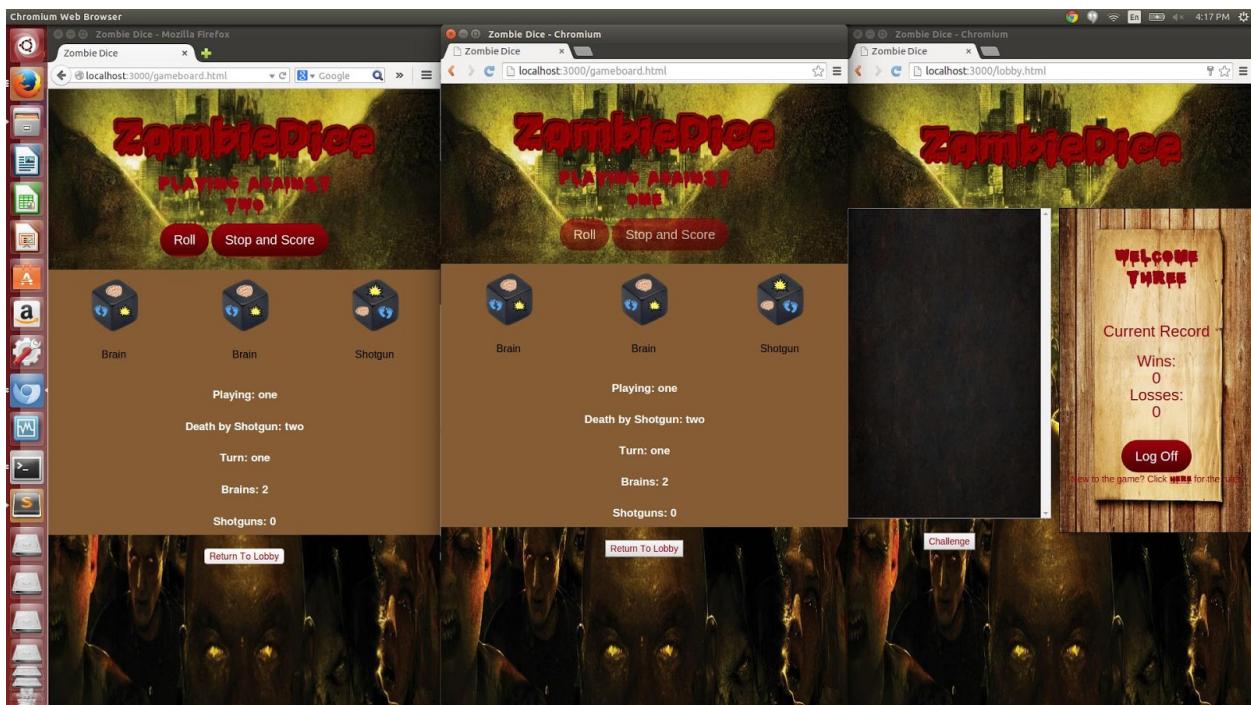


One Stops and Scores



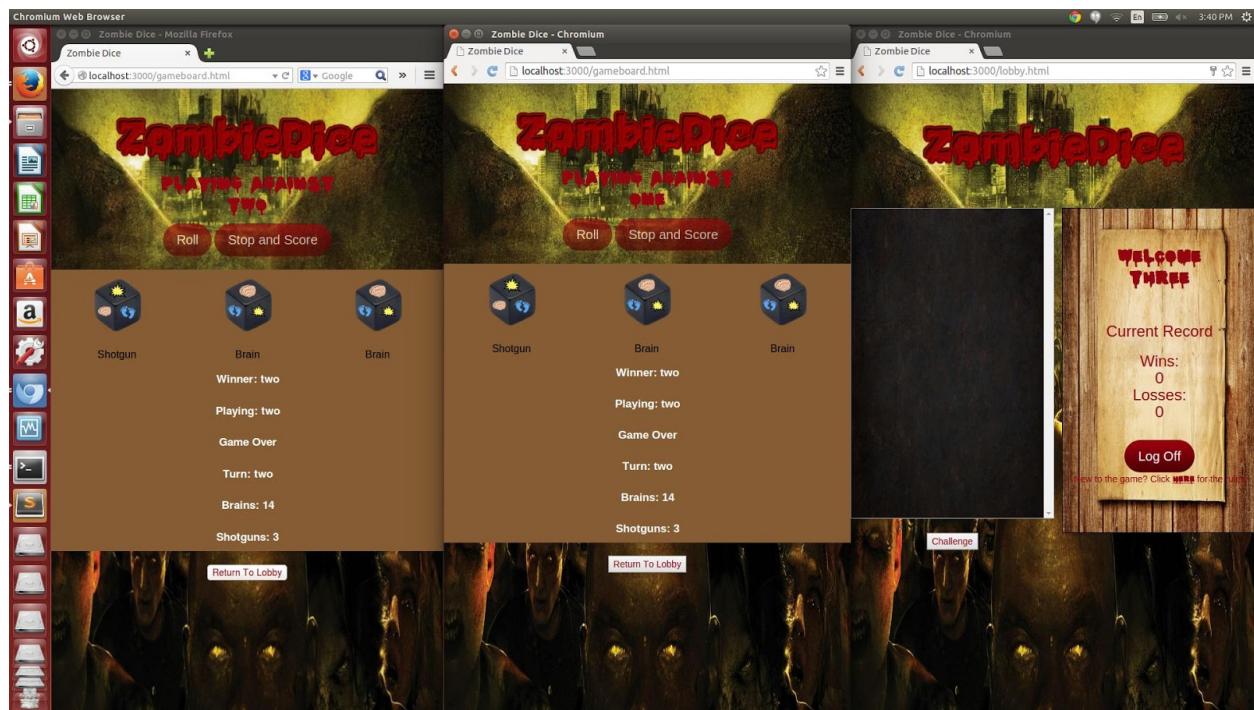
If the player had previously accumulated some brains and passed their turn by clicking “Stop And Score”, once they resume their turn; they start with the score they accumulated in the previous turns.

One Starts Second Turn with Saved Score



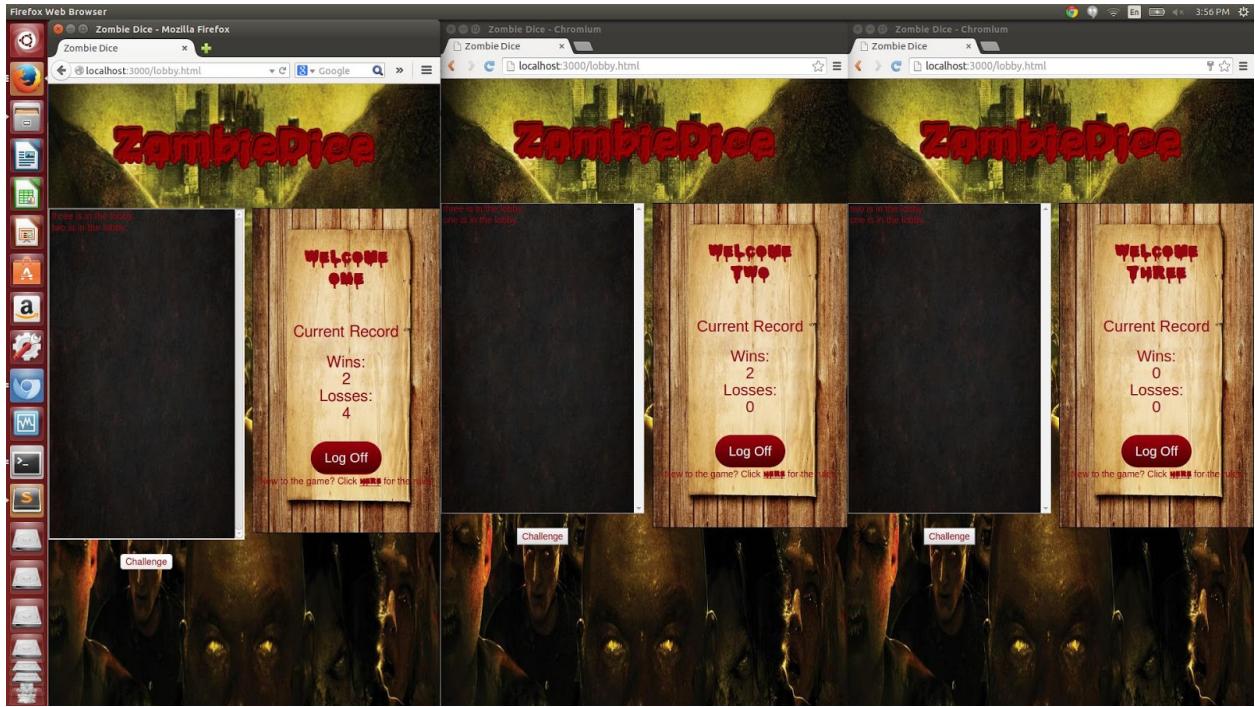
A winner is determined once they have collected 13 brains and the other other player has take their turn for that round as noted in the beginning.

Player Two Wins



Once the game is over, the players have to click “Return to Lobby” to leave the game and return to lobby to challenge another opponent or the same opponent or log off. When the players return to lobby, their records are updated with either a win or a loss.

Return to Lobby (Wins/Losses Recorded)



The rules for the game can accessed at the login page or in the lobby by clicking the link to the rules which shows a pop-up window stating the rules for the game.

Rules

