





User stories (needs work)

- As a player I want to be able to play the games with no glitches so that I don't get annoyed
- As a player I want a visually pleasant experience to enhance the game play
- As A dev I want to make sound logic behind the scenes to deliver a good user experience

Main functionality

- A main screen that allows for navigation to other pages, which will also have some kind of navigation feature
- A main screen with eye popping style
- A go fish game that can take the user inputs, and compare them with a value from the CPU, and give the proper response
- CPU mimics a tech guru, and gives proper response to player
- A deck that is animated and responds to the user drawing a card
- A table that is animated and responds to the user loosing a card
- An alert to the user when game is over, and the outcome
- A guess who game that follows the basic rules of guess who with no violations
- fully operational logic that can respond to the users inputs and validate a proper response like yes/no
- An animated table that flips the tech gurus around when they have been eliminated
- A large library of tech gurus to keep players engaged