

The following items are on the updated backlog for the project:

- Allow registration to differentiate student users, faculty users and administrators.
 - The purpose for creating different classes of administrators would be to weigh the inputs from student players and faculty players differently. The words submitted by faculty players would be awarded higher scores than words submitted by student players. This is working on the assumption that a player from the art faculty is in most cases more knowledgeable than students regarding artists and the work they produce. After this system is implemented we want to be able to allow the Lafayette body (students, faculty, and designated game administrators) to be able to create accounts and play the game.
- Allow non-technical administrators ability to upload folders of images:
 - Upon upload, each new folder becomes a new category. For example, uploading a folder titled “Basquiat” containing images of paintings by Jean Michel Basquiat will create a category titled “Basquiat.” The user selecting that category will prompt the game to show only images from that folder. There also should be a system implemented that is able to merge two folders together. To use this function the administrator should be able to select an option allowing them to add one folder’s contents (the folder on their work space) to an existing folder’s contents.
 - Upon upload, artworks are displayed on game. Uploading a folder of images causes the system to add each image to the larger body of images that are shown to the player.
- Send email confirmation to users upon registration and configure password reset
 - Using an email confirmation adds more security to the user profile system. Almost all online systems that require users create an account have some form of email verification for both the user profile creation and password reset processes.
- Purchase and configure Apache with a Domain Name
 - We want a memorable domain name that our players will share with their friends and peers.
- Enhance the user profile to allow users to upload a profile picture
 - We want the user to be able to customize their profile by adding both a profile picture and a short description. The user will be able to edit and save changes to their description. We envision that the user profile UI will look like this:

- Build search engine for these images:
 - Have the keywords funnel to the search engine to associate with artwork. The user will be able to enter one or more keywords into the search engine and return a set of images that are associated with a subset of those keywords. The search system will be able to return images that fit the criteria provided by a professor when they need to access a particular image that relates to multiple subjects and ideas. For example, a professor who wants to show an image or art piece related to postwar consumerist ideology in the United States should be able to enter keywords such as “Post World War II,” “consumerism” and “America.” Doing so will return a list of images that contain one or more of the keywords entered. The search engine will be designed to sort the returned images by the number of keywords that the image contains. For example, images that contain all of the entered keywords should be displayed first, images that contain the next greatest number of keywords shown second, et cetera.
- Implement a ranking system in the game.
 - The idea behind the ranking system is that it rewards the player for continued play. The more points the player accumulates over game sessions, the higher their rank becomes. The ranks we envisioned are as follows:
 - Neophyte
 - Student
 - Apprentice
 - Professional
 - Master
 - Renowned master