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## WebApps Project Sprint 1 Specifications

**Product Backlog**
- ☐ Updating drawings between tabs (AJAX)
    - ☐ Make sure users' lag isn't significant
- ☐ Drawing across multiple computers
    - ☐ Integrate sockets to make this possible
- ☐ Chat Box
    - ☐ updated every second via AJAX
    - ☐ both guesses and chats are in the chat box
    - ☐ implement win action when any user types correct answer
- ☐ Timer
    - ☐ Updates drawing and chat/guesses every second
- ☐ Random Word Selection
    - ☐ dictionary of drawable words
    - ☐ random selection and removing used words from dict
- ☐ Pop up creation
    - ☐ drawer in each round is presented with 3 options of words to draw in a pop-up form

**Sprint 1 Backlog**
- ☑ ~~Set up general navigation~~
    - ☑ ~~login page~~
    - ☑ ~~waiting page~~
    - ☑ ~~game page~~
    - ☐ implement pop-ups or alternative screens for end game/podum later
- ☑ ~~Implement first draft of UI (see mockups on final page)~~
- ☑ ~~Make a drawing demo~~
    - ☑ ~~Ability to draw on canvas with mouse presses~~
    - ☑ ~~Drawings update while mouse is being held for real time drawing~~
    - ☑ ~~Investigation into how buttons will integrate with drawing options~~
        - ☑ ~~add eraser~~
        - ☐ add color select
        - ☐ add fill
- ☑ ~~Make a chat box demo~~
    - ☑ ~~send chats that display user and text~~
    - ☐ add timer to demo

- ☑ ~~Combine all aspects~~
  - ☑ ~~upload general navigation~~
  - ☑ ~~import UI from Figma~~
  - ☑ ~~integrate drawing page~~
  - ☑ ~~integrate chat~~
  - ☐ integrate timer

**Data Model**

```python
class ChatItem(models.Model):
    text = models.CharField(max_length=200)
    user = models.ForeignKey(User, default=None,
        on_delete=models.PROTECT)
    correct_guess = models.BooleanField()

    def __str__(self):
        return 'id=' + str(self.id) + ',text="' + self.text + '"'

class PlayerItem(models.Model):
    isDrawing = models.BooleanField()
    word = models.CharField(max_length=20)
    score = models.IntegerField()
    name = models.CharField(max_length=20)

    def __str__(self):
        return 'id=' + str(self.id) + ',name="' + self.name + '"'
```

**UI Mockup**

## Doodle.io

**Doodle.io**

Enter Name

Let's Doodle!

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## Doodle.io

Username

Password

Login

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## Doodle.io

First Name

Last Name

Username

Password

Confirm Password

Register

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## Doodle.io

| | |
|---|---|
| Kelly Woicik | 300 |
| Anna Gerchanovsky | 250 |
| Saniya Singh | 200 |
| Shuyu Zhang | 150 |

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## Doodle.io

| | | |
|---|---|---|
| Kelly Woicik | 300 | #1 |
| Anna Gerchanovsky | 250 | #2 |
| Saniya Singh | 200 | #3 |

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## Doodle.io

**Pick a Word to Draw!**

| Turtle | Fox | Cat |
|---|---|---|

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## Doodle.io

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## Doodle.io

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## Doodle.io

| | |
|---|---|
| beemo | |
| jake | |
| finn | |

Type Guess Here

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## Doodle.io

| | |
|---|---|
| beemo | |
| jake | |
| finn | |

Type Guess Here