The Paper Game

# Rules

The Paper Game is a game of creativity for four or more players. There are no winners or losers; instead, players participate to create amusing sequences of sentences and pictures.

Players are arranged in a circular order. Play begins with all players writing a sentence. Each sentence is then given to the next player.

Whenever a player receives a sentence, they draw a picture based upon that sentence. The picture is then given to the next player.

Whenever a player receives a picture, they write a sentence based upon that picture. The sentence is then given to the next player.

When a player receives input, they can only see that picture or sentence, and none of the pictures or sentences that inspired it.

A round consists of all players either writing a sentence or drawing a picture. The game ends after a set odd number of rounds have been played. Usually, the number of rounds is close to twice the number of players.

If a player receives a new sentence or picture before finishing his own, that player must respond to each input in the order they were received.

Sentences do not need to be literally a single sentence, but they should be kept relatively short.

# Mechanics

A user can create a game in either a public or private state. The game creator can also set a limit on the number of players than can join and other game options. Until the game has begun, the creator can change these options.

Public games will be visible to all users, who can opt to join, so long as the player limit has not been reached. Private games can only be joined by users who have been invited. Invites may be sent by the game creator or, optional, other players in the game.

Once the creator is satisfied with the settings and the player roster, they may begin the game. Players are ordered randomly and play begins.

All players can view the player order and each player’s current queue of input. No player can ever view the contents of another player’s input, nor can they view their own history of input.

After the set number of rounds has passed, the game is over and all sentences and pictures become visible, presented as sequences of alternating sentences and pictures, each indentified by the player that created it.

The game creator may eject a player from the game at any time. All of their current queue and future input is given to the next player in line. Similarly, a user may leave a game.

Players may participate in as many games simultaneously as they wish.

# User Actions

A user can:

* Create a game
* Change settings for a game they created, before the game has begun
* Begin a game they created
* Join a public game
* Join a game they were invited to
* Invite a player to a game they created, before the game has begun
* Invite a player to a public game or a private game with open invitations, before the game has begun
* Leave a game
* Eject a player from a game they created
* Draw or upload a picture in response to a sentence
* Write a sentence in response to a picture or at the start of a game
* View their current games
* View their past games
* View the outcome of all their past games

# Features

* A past game viewer, listing all of the players and sequences
* A sequence viewer, showing the sentences and pictures based on each other and the user that created each
* A sentence dialogue, showing the input picture, if applicable
* A picture upload dialogue, showing the input sentence
* A painting program, show the input sentence
* A in-progress game viewer, showing all of the players, their queues, and the current settings
* A game settings editor
* A listing of the current user’s games in-progress
* A listing of all public games with open spot that have not already begun
* An invitation sending dialogue
* An invitation accepting dialogue

# Navigation

* Games
  + Current
  + Old
  + New
* Profile

# Mock-Ups

# Data Design

## Users

UserID, UserName, Password, Salt, CreatedDate

## Games

GameID, CreatedDate, StartDate, EndDate, IsPrivate, IsOpenInvitation, RoundLimit, PlayerLimit

## GameUsers

GameUserID, GameID, UserID, NextUserID, IsEjected, IsPendingAcceptance, IsCreator

## Sequences

SequenceID, GameID

## Plays

PlayID, CreatingUserID, SequenceID, Position, Sentence, PictureID, CreatedDate

## Pictures

PictureID, Height, Width, PictureData