CSCI 201 Final Project - High Level Requirements

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## View/GUI:

Our program will start off with a user interface containing a login screen; players can either create an account or play as a guest with limited functionality. There will be lobbies that players can connect to manually. Players who create the lobby can control the deck that is used, the amount of players, and more.

Our user interface will include an area where the player can see their current cards but not any other player's cards. Each player will be able to see a list of who is in the current game session, as well as see how many points each player has. Players also have the option to modify the view (e.g. change the color of the cards).

## Controller/Gameplay:

On each person's a turn, a black card will be chosen for everyone to see. All the other players will place one of their white cards in the middle of the game board, depending on which card they decided goes along best with the black card selected by the main player. The main player will then be able to look at all the cards and share each combination of words chosen by the player and the black card that contains the fill-in-the-blank statement, much like how the game is played in real life (and where its comedic nature comes from).

After a certain amount of points are obtained by a player, the game will end with a message saying that that player won. Players can exit and go back to the lobby. Otherwise, players will stay in the room and wait for the next game, or they can leave and just go back to the main menu screen.

## Models/Database:

Our program will utilize databases for the login information of users. The game in real life allows players to add fresh content into the game by purchasing expansion packs. We will allow them to add their own kinds of cards as they see fit by allowing them to import text files that represent black cards containing fill in the blank statements, and white cards that contain words to fill in those statements. The database will contain tables for the player login information and card information.