Member List:
1. Jamal Moon - jamalmoo@usc.edu
2. Corey Chen - coreyche@usc.edu
3. Peter Lu - peterjlu@usc.edu
4. Justin Ku - kujustin@usc.edu
5. Vincent Espino - vlespino@usc.edu
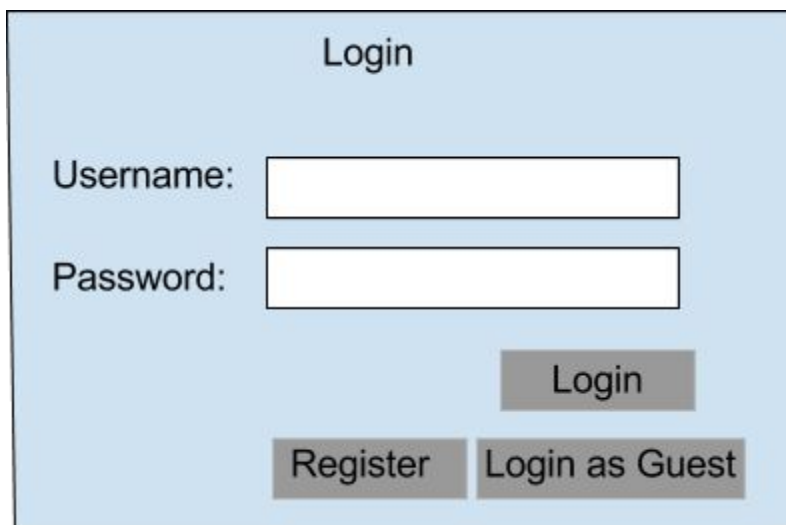6. Anush Kadoyan - kadoyan@usc.edu

Cards Against Humanity - Technical Specifications

CAH Client

Login GUI (1 HOUR)

When the Cards Against Humanity (*CAH)* program is opened, the login window will appear. It will allow the user to enter in their account information (username/password) for authentication and sign in. If the user does not have an account, he or she has the option to register for one. The user also has the option to play as a guest, so the username and password authentication is bypassed. However, by logging in as a guest, some of the game features will be prohibited (discussed later).

If the username and password combination is invalid, an error message or popup will be displayed.

Lobby GUI (2 HOURS)

After successfully logging in, the *Lobby* window will appear. This window will allow all users to find, select, and connect to games. Users can also see information about the game before actually connecting (for example, they will be able to see the deck that is being used, the number of people currently in the game, etc).

For authenticated users (i.e. non-guests), there will be additional features: view, edit, and create their decks, and create a game.

Users can select one of the rows in the *List of Games*, and then they have the options to see the deck that is being used for the game and join the game if they wish. On the left, authenticated users have the options to view a deck, create a deck, and create a game. Clicking on these buttons will open a new window.

List of Games

Game + Host Name   Players In Progress

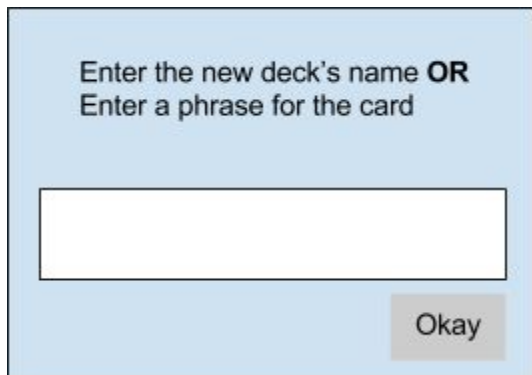| View, Edit, and Create Decks	CAH Party Deck! (Jamal Moon)	5/8	Yes
	.....		
	.....		
Create A Game	.....		
	.....		
	.....		

Connect   See Deck

View/Edit/Create Decks GUI (3 HOURS)

In this window, users will be able to see a list of their decks and the cards within them. All users will start with a few of the default, CAH decks, and they have the option to add. There will be a limit to how many decks a user can own. Users can edit and delete cards in a deck by choosing the deck in the drop down menu, selecting the card in the list, and clicking "Delete" or "Edit". After clicking "Edit", a popup window will appear, allowing users to input a new phrase. Users can create a new card by clicking "Create", which will make a popup window appear, allowing users to input the new card's phrase.

This is a template for what the popup windows will look like when the Edit/Create/New Deck buttons are pressed. It is simply a popup window with a basic message and a textfield for user input

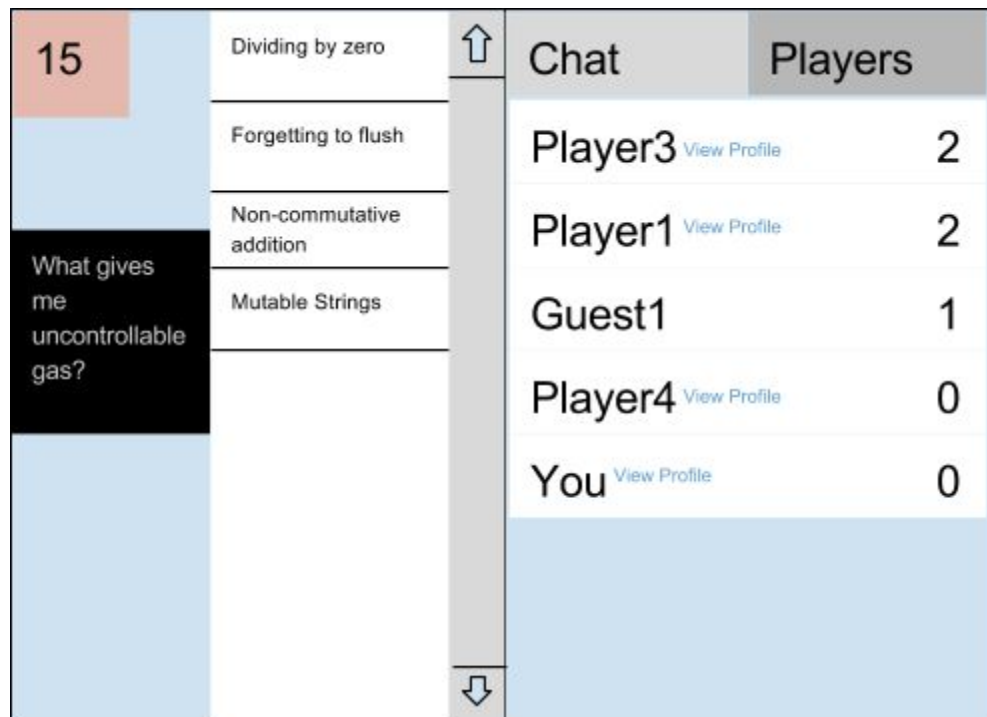Enter the new deck's name **OR**
Enter a phrase for the card

Okay

Create Game GUI (1 HOUR)

It is a simple GUI that will have a dropdown menu that allows a user to pick the deck for the game and to put a cap on the amount of players who can play.

Game GUI (5 HOURS)

This is the GUI that the current judge will see. The judge's card will be displayed on the leftmost column, and player submissions will be displayed on the second column. The judge will click on a player submission to select it as the answer. The player who submitted it will receive a point added to their score, displayed on the right under the Players tab. The judge will have a certain amount of time to select a card. Time remaining will be displayed in the top left corner.

Submitters will see a similar screen, with the second column displaying their own cards to play. Time remaining to select a card will be displayed in the top left corner. Once a submitter selects a card, when the timer hits 0, the judge will begin to select the best match.

CAH Server (12 hours)

The server will store information about the User, Cards, and Decks, and Games created. It will provide authentication for users so that their information can be matched up in the database, and additionally, the Cards and Decks will be saved in their own tables in the database so they can be saved and accessed by anyone and at anytime. Additionally, the server will store information about the games that are currently being played (such as who is playing, the amount of points each player has, etc).

If we do not have a dedicated server of some sort, players will connect to a game by putting in a port number like so:

Connect to a port to get started!

PORT:

START

Whoever created the game will also host the server and relay information (cards, player scores, etc) between the players in the game. Players can choose to host a server or join another game.