Project Proposal - T06G02

We intend to develop a collaborative drawing / guessing game in which a player is responsible for drawing the visual representation of a word on the screen. At the same time, the other one tries to guess the correct word in a given amount of time.

The idea comes from the popular board game Pictionary in which a pen and paper replace the computer screen and mouse.

Project name: "Pen-pal" - Collaborative Drawing Software

We will make use of the following devices:

- Timer
- Keyboard
- Mouse
- Graphics Card
- Real-Time Clock(RTC)
- Serial Port

Below we describe, for each device, the intended use and its weight on the project:

Device	Use	Weight
Timer	Limit drawing and guessing time for player	10%
Keyboard	Get a guess from player 2	10%
Mouse	Used to draw on the screen as well as choose between different possible words to draw	25%
Graphics Card	Display all the graphical game elements in the screen	25%
RTC	Toggle a dark theme during nighttime and display current time	5%
Serial Port	- Exchange information between two players, i.e, player 1 is drawing and he should receive a guess from player 2 and assess if player 2 correctly guessed what he's drawing **Extra**: The turns may change, so that information is bidirectional (player 2 can also draw in their turn, while player 1 plays the guesser role)	25%

Work Plan

(From **most** to **least** important):

- Implement a visual interface (**Graphics card**) - *Finish by 1st week*
- Implement the drawing feature (**Graphics Card** + **Mouse** + **Timer**) - *Finish by 3rd week*
- Implement a Dark UI theme and display the current time (**RTC**) - *Finish by 3th week*

- Implement the guessing feature (**Keyboard** + **Timer** + **Serial Port**) - *Finish by 4th week*

Authors

Class 6 - Group 2 (**T06G02**)

1. Carlos Veríssimo (up201907716@up.pt)
2. Marcos Aires (up202006888@up.pt)
3. Martim Videira (up202006289@up.pt)
4. Miguel Silva (up202007972@up.pt)