

# NERD-HERD.IO

A Game Night Planner Web Application

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# PROBLEM DEFINITION

- + Make a tool that transcends the traditional methods of game night organization such as group messaging or discord server.
- + Make it possible to 'gamify' some aspects of the night's activities such as who is hosting or what game is getting played for a particular session through rolling/polling mechanics.

# TOPICS OF DISCUSSION

- + Must Have Features
- + Nice to Have Features
- + Functional Requirements
- + Non-Functional Requirements

# MUST HAVES

- + User Registration
  - + Screen name, email, password
  - + Keeps track of user owned games
- + Party Creation
- + Game Night Selection
  - + Displays info to other users
  - + Info includes game and datetime
- + RSVP Indication
  - + Let others know if you can make it!
- + Polling and Rolling Mechanics
  - + Make decisions fun and fair
- + Private and Public Events

# NICE TO HAVES

- + Email notification system
  - + Reminders of upcoming events
  - + Urges user to RSVP if they haven't
- + Board Game Geek API for game database
- + Game night matchmaking based on user preference
  - + Questionnaire assists in automated recommendations
- + Peer-to-peer chat within a game night instance
- + Friend system
  - + Follow your friends and see what they're up to
- + Rival system
  - + Extension of friend system
  - + Tally victories over your rival
  - + Challenge each other

# FUNCTIONAL REQUIREMENTS

- + Account registration
- + Functional dashboard
  - + Manage events and notifications
- + Event creation
- + Event joining
- + Track user owned games

# NON-FUNCTIONAL REQUIREMENTS

- + Secure account validation
- + Quick response time to user actions
- + Considerate of WCAG
- + Intuitive user interface
- + Scalable infrastructure

Q/A

Any questions?