CS 408 Project Charter

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Problem Statement

In most mobile games, players were mostly sitting down to play the game. This style of gaming has often been regarded as being bad for health. A lot of games are also single player games where players do not interact with others. However, a game that is challenging, encourages social interaction, fun yet involves moving around is not only beneficial to our health, but also satisfying as well.

Project Objectives

1. Can be played anywhere
   a. Our game involves moving around at the location the players are gathered. The location can vary according to where the players are at.
2. Live interaction
   a. Players interact in real time and compete to try and be the first one to find the object hinted.
3. Multiple players involvement
   a. Our game provides multi-involvement, allowing multiple players to join the game and compete at the same time.
4. Supports photo uploading
   a. Photos are uploaded after a player finds the target item.
5. Item Verification
   a. Photo of that item is then verified by the player who posted that hint.
6. Points
   a. Points are recorded and the players who has the most points wins.
7. TIme limit
   a. The time limit of each game is set before the start of the game.
   b. Time limit of each round can also be set at the start of the game or it will be set to a default of 15 minutes.

Stakeholders

Users: Any users who would want to play the game
Developers: Dennis Chia, Yew Aili, Qian Zhang, Xiaotian Yu, Yuzhu Yang
Project Owners: Every member of the development team

Project Deliverables

A mobile game that involves a player giving a hint on a particular object. Then all players will get live notification of the hint. The interface looks like the interface of a chat software, such as GroupMe. There is one moderator for each round, who is in charge of giving hint and approving the player who takes picture of the correct object. The objective is to find the object in a set period of time based on the``` given hint, capture a picture of the object, and then upload it. There is an 'approve' mark behind every uploaded picture. The player who gave the hint will then need to verify if that object in the picture is indeed the hinted object. Once verified, the moderator marks the correct picture as 'approved', and the player who found it gets a point. The next round starts if the hinted object is found within the

time limit or when the time limit is up. The player who has the most points at the end of the game wins.

Platform and Frameworks:
- Android Studio
- GIT (source control)
- MySQL (database)
- Socket.io (realtime comunication support)