

CSC 667 - Team E (Bingo)

Members:

Ekarat Buddhharuksa

Danish Nguyen

Mya Phyu

Karl Xavier Arcilla

TECHNOLOGY

- HTML
- CSS (Bootstrap)
- Typescript
- Node.js
- Render
- EJS
- Postgres
- Express.js

Features: Registration/Login

1. Users shall be able to make their own account using email and password.
2. Users shall be able to login using either their email or username, and password.
3. Only registered users shall be able to play.

Features:

Home page

1. Users must be logged-in to access the lobby.
2. Once authenticated, the session will remain active for one hour, allowing users to reopen the tab and retain their logged-in status without needing to sign in again.

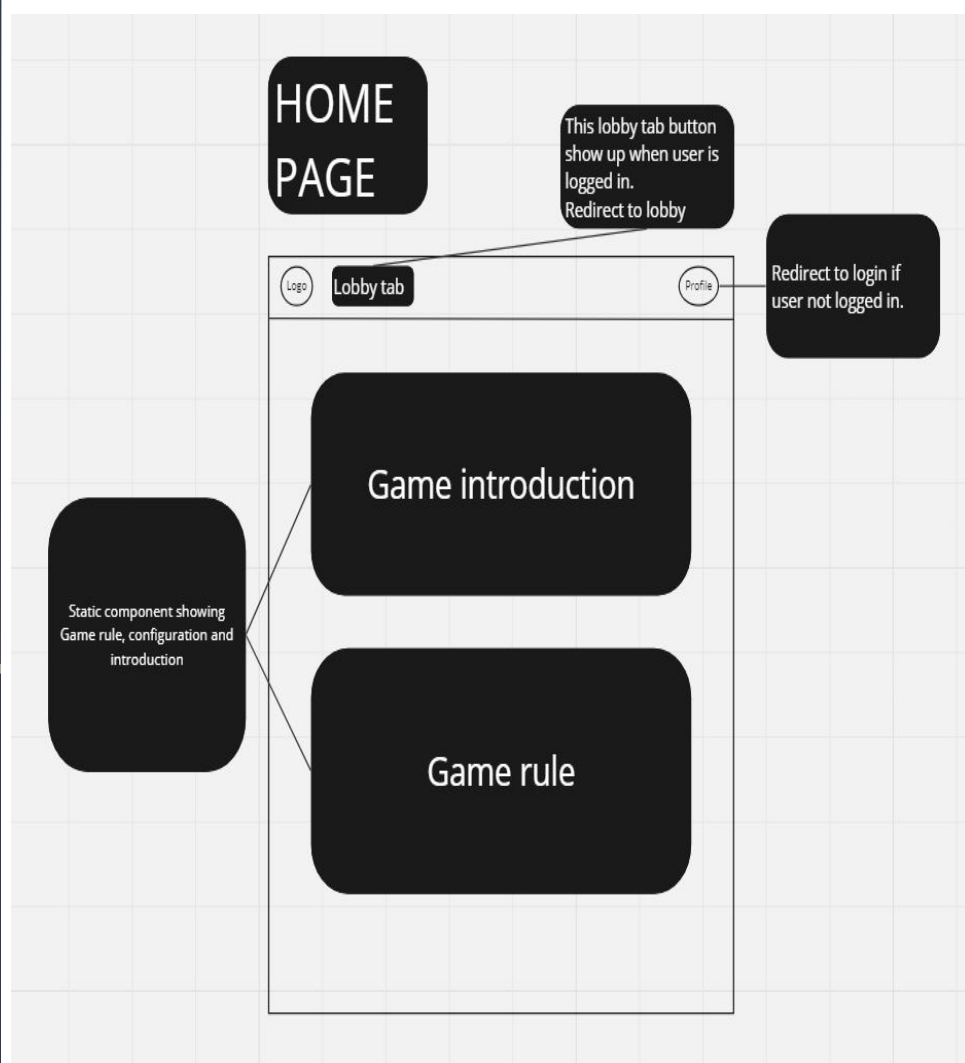
Features: Lobby Page

1. Users shall be redirected to the lobby page from the home page. The users shall be able to make or join lobbies, and chat with other users.
2. After the game is created or users join the game, users can see the player in the room and chat with one another.
3. Users shall be able to let the host know when they are ready to play by clicking on "ready" button,
4. The "ready" button will be lightened up if at least 2 users including the host are in the lobby, otherwise, it will remain grayed out.
5. All users can see who is ready to play.
6. The host can start the game if and only if all players are ready.

Features: Playground

1. The game session will only last 6 minutes and 30 seconds.
2. The players will be shown random patterns to match. When a player matches that pattern, they win.
3. Users can mark the number on the card if the number is already drawn.
4. Users can see the outline of the opponent card but not the number.
5. Users can rejoin the game even when they close and reopen the browser.
6. Even if a player closes their browser mid-game, the game session will continue uninterrupted, allowing other players to proceed with the game.
7. State of the game and user-related information will be saved until the game has ended
8. The game will automatically draw the number between 1-75 in 5*5 cards. The game will not allow users to select the number themselves.
9. During the game, the bingo balls/numbers will be randomly drawn every 5 seconds.

Wireframe Home page



Wireframe Login

A hand-drawn wireframe of a login page. The page is enclosed in a rectangular border. At the top left, the word "LOGO" is written. At the top right, there is a small circular icon containing a person silhouette. In the center, the word "BINGO" is written in large, bold, capital letters. Below "BINGO", the word "LOGIN" is written in bold, capital letters. Under "LOGIN", there are two input fields: the first is labeled "Email/username" and the second is labeled "Password". Below the "Password" field, there is a link that says "Forgot password?". Below the "Forgot password?" link is a button labeled "SUBMIT". Below the "SUBMIT" button is a link that says "Create Account". To the right of the "SUBMIT" button, there is a note: "If authenticated, Redirect to home-page with signed-in account." An arrow points from this note to the "SUBMIT" button. Below the "Create Account" link, there is another note: "Redirect to Sign-up Page". An arrow points from this note to the "Create Account" link.

LOGO

BINGO

LOGIN

Email/username

Password

[Forgot password?](#)

[Create Account](#)

If authenticated,
Redirect to home-
page with signed-in
account.

Redirect to
Sign-up Page

Wireframe Registration

The wireframe shows a registration form for 'BINGO'. At the top left is a 'LOGO' label with a green arrow pointing to it from the text 'redirect user to home page'. At the top right is a circular icon with a green arrow pointing to it from the text 'LOGIN'. The form itself is titled 'BINGO' and contains a 'REGISTRATION' section with four input fields: 'Username', 'Email', 'Password', and 'Confirm Password'. Below these fields is the text 'Have an account?' and a blue 'SUBMIT' button. A green arrow points from the 'SUBMIT' button to the text 'redirect user to lobby'.

LOGO

LOGIN

BINGO

REGISTRATION

Username

Email

Password

Confirm Password

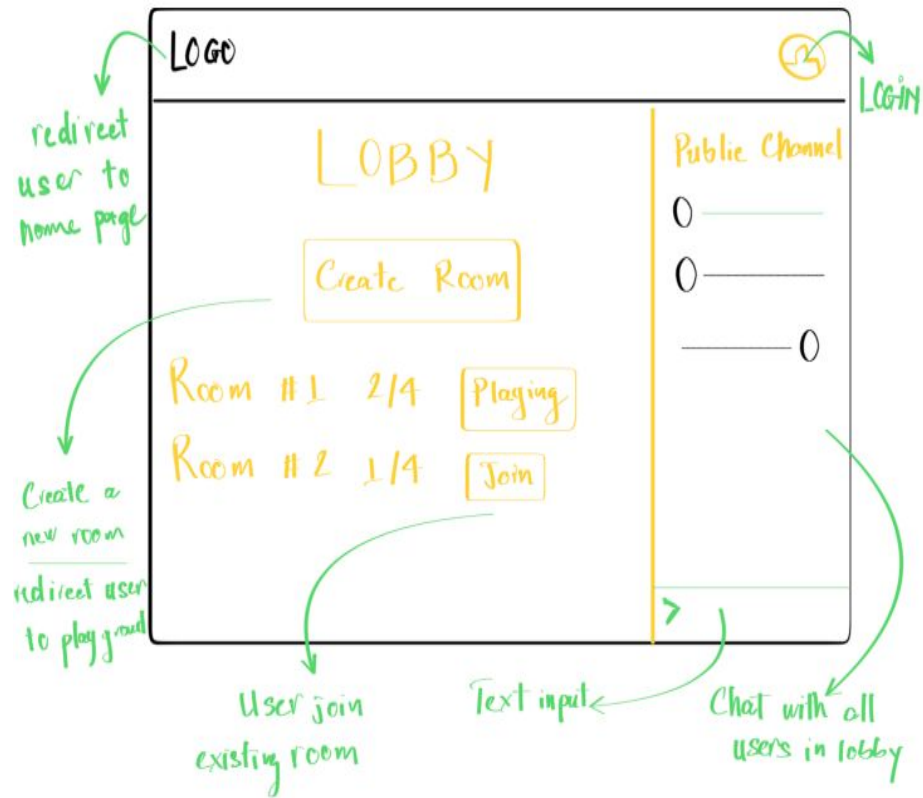
Have an account?

SUBMIT

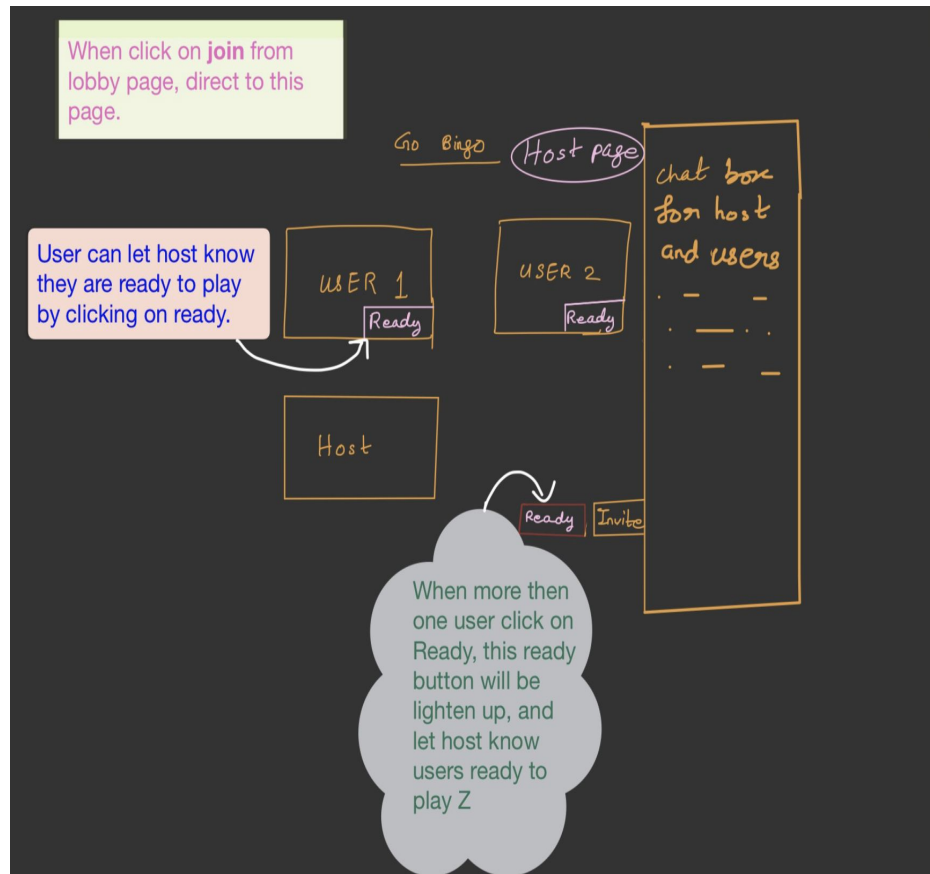
redirect user to home page

redirect user to lobby

Wireframe Lobby



Wireframe Playground



Wireframe Playground

