Screen Sketches

Group 326
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Actors

- 1. Players
 - a. Join Game
 - b. Play card
 - c. Call for Truco
 - d. Respond to Truco
 - e. call flor
 - f. call envido
 - g. respond to envido
 - h. View Score
 - i. chat
- 2. Spectator
 - a. View the game
 - b. chat and message with players
 - c. what previous games and past moves
- 3. Game Admin
 - a. Create and setup game
 - b. Monitor the game Progress
 - c. Ability to kick/ban
 - d. Resolve any issues/disputes
 - e. Modify game rules

Non-functional Requirements

- The application must be able to load everything within 30 sec during startup.
- The application must generate relative audio and video effects within a second of the game.
- Game should be available 99.9% of the time with no disruptions for other players
- Help/instructions for new players trying to understand the game and how to play
- user friendly UI
- should include language support since the game is normally in spanish so other people all across the world can play.
- The application should have to support a minimum 12 active users.

Tables and Fields

Players: Stores data on the players

- PlayerID: Primary key
- Player username
- Player password

Teams:

- TeamsID: Primary key
- Player 1 ID: Foreign Key(PlayerID)
- Player 2 ID: Foreign Key(PlayerID)

Games: Stores data on games played or currently being played

- GameID: Primary key
- Game date played
- Game winner
- Points of each player

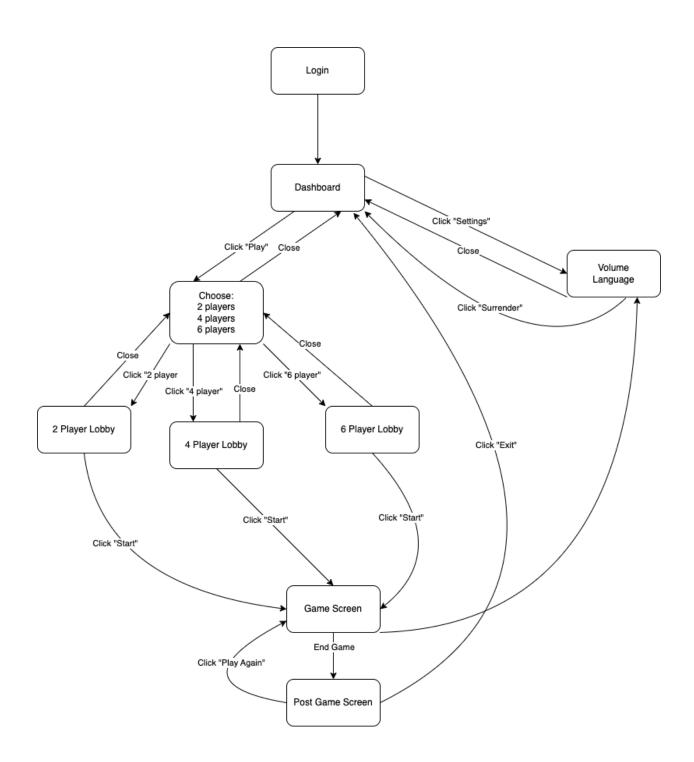
Cards: Stores cards played in a game

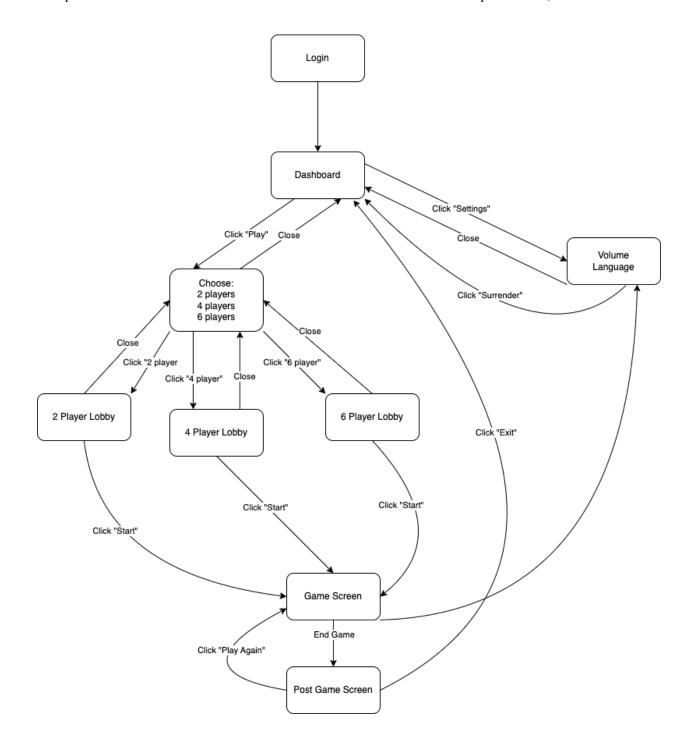
- CardID: Primary key
- Card name
- Card Value
- Card suit
- Card picture

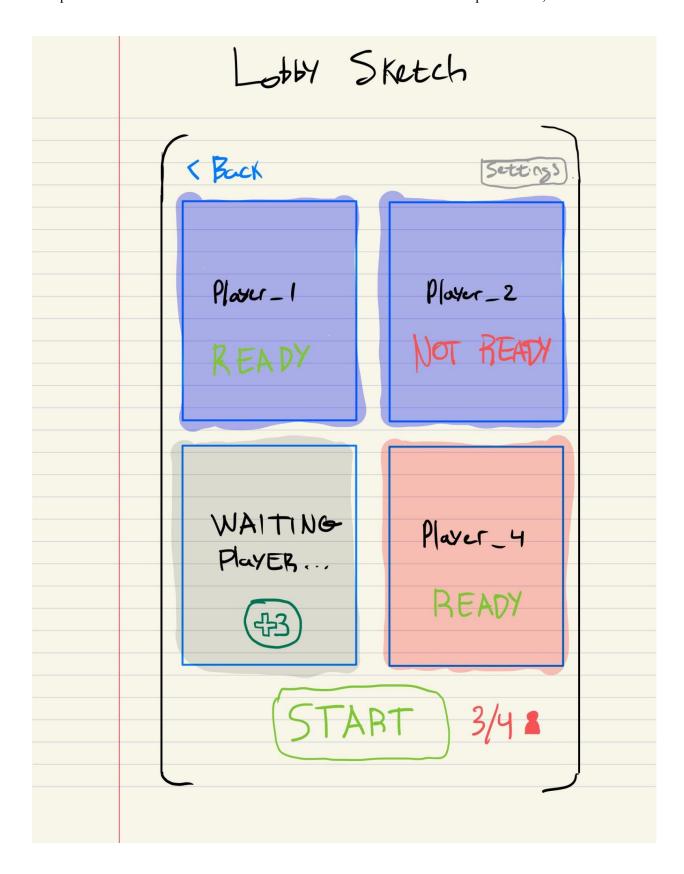
Round:

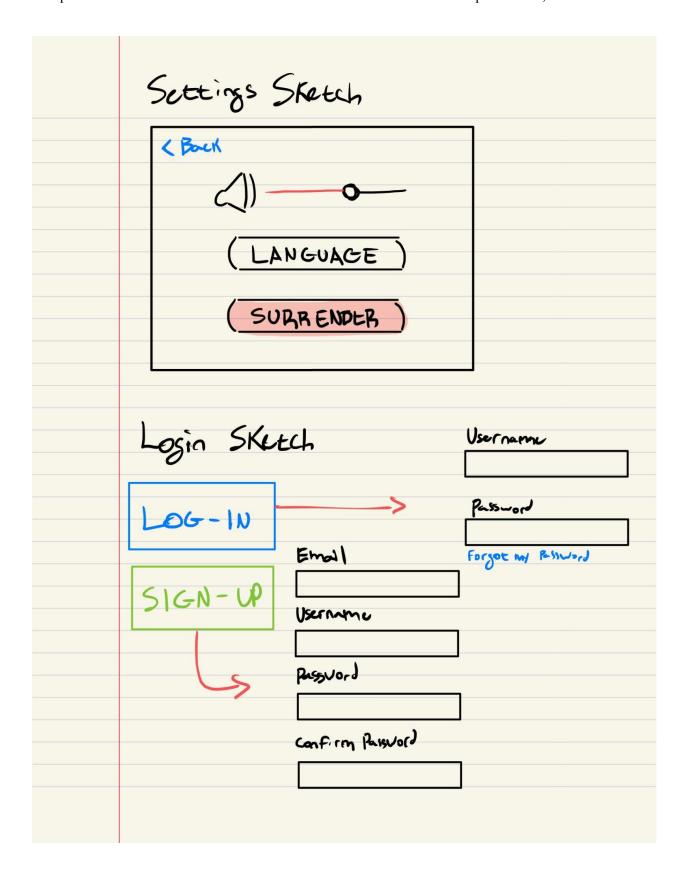
- RoundID: Primary Key
- GameID: Foreign Key
- Points Scored

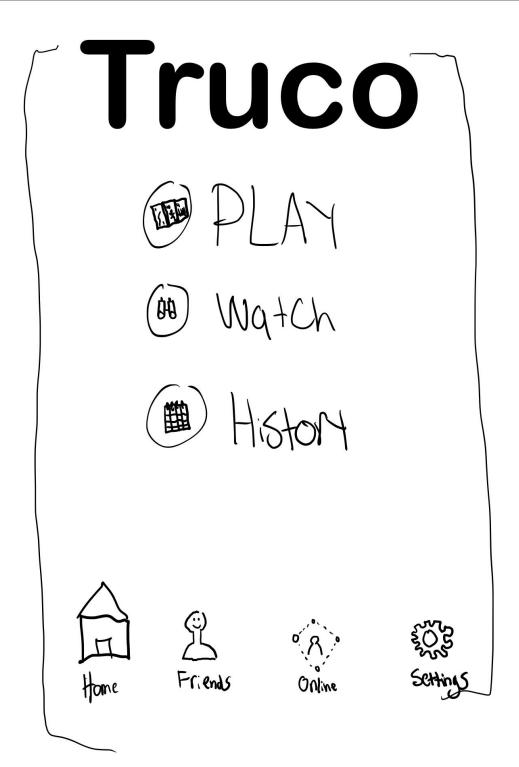
- Winning player
- Round number
- Points scored in the round
- Round winner
- Starting player











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DashBoard Sketch

