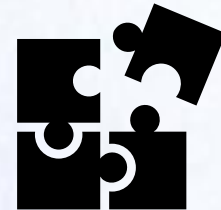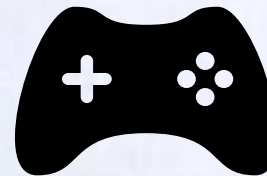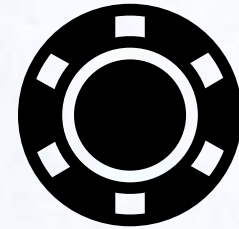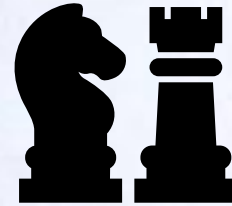# Virtual Board Game Engine

Juan Comish, Oleg Matveenko, Michail Roesli, Emily Sluis
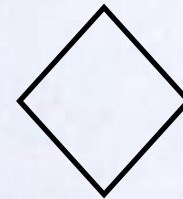
The Problem

- Playing board games with family and friends
- Covid-19
- Social Distancing
- Online Games
- Acessibility and Flexibilty
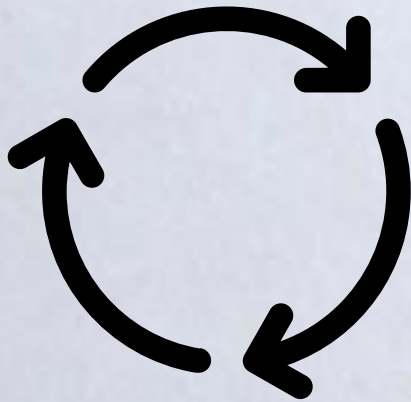- Valuable for players and learning about Improving UX/UI

Goals

- Connect people remotely
- Accessible on any internet connected device
- Play any card game
- House rules
- Design your own game
- Intuitive
- Scalability

Design Process and Decisions

- Requirements Engineering
- Iterative Design Cycle
- HCI Focus

- Web Application
- Play page
  - Round Table Layout
  - Context Based Options
  - Turn Indictor
- Design Page
  - Grid for play area selection
- Home Page
  - Option to join or host game

Demo

Results & Discussion

Recommendations & Future Work

- Button Macros ie Dealing
- QOL changes for resetting
- Create deck designer
- Tokens
- Hand Reordering
- Mobile

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