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Description

For our creative project, we are going to create a multiplayer online version of the popular board game Scattergories. In Scattergories, a group of people play individually against each other. For each 3 minute round, there is a unique list of categories (e.g. fruits, world leaders, movies, boys names...) and a letter is chosen randomly. Before time runs out, you have to come up with an item for each category that starts with the chosen letter. At the end of the round, answers are compared and points are awarded unless others have the same one or the group votes it down. Furthermore, two points can be earned for answers where more than one word starts with the letter (e.g. Ronald Regan) and names can be written starting with the first or last name (e.g. for scientists starting with S one could write Stephen Hawking or Sagan, Carl).

Upon going to the site, you will be prompted to login or register. Then you will see a list of active games and have the ability to join one with fewer than 6 people. Additionally, you can start a new game. When you join a game, you will have to wait until the current round is over to join in. When you start a new game, you will have to wait for two more people to join before the game can start. Our project will be a modified version of Scattergories. Rather than a list of 12 categories per round, each round will have just one and will last 10-20 seconds. This will allow for much faster game play. The category will be chosen randomly from a list. At the end of the round, the server will check each card for exact duplicates and flag any answers that are similar but not the same (to account for typos etc.). Then, there will be a short period in which the players can vote to strike down answers they think are wrong or the same. The player's score will be cumulative from all the games they play and will remain the same when they log in again.

Rubric

| Item | Points | Earned |
|--|--------|--------|
| Description and Rubric | 5 | |
| Creative Portion | 20 | |
| Project is built in Node.js, Socket.io and MongoDB | 10 | |
| Users can create an account and have their score get saved when they log back in | 10 | |
| Security | 10 | |
| Gameplay: | | |
| • when you login you see a list of current games that you can join | 5 | |
| • the user can create a new game | 5 | |

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|--|-----|--|
| <ul style="list-style-type: none"> the new game does not start until there are 3 people and cannot have more than 6 players at once | 5 | |
| <ul style="list-style-type: none"> each round has a random category and random letter | 5 | |
| <ul style="list-style-type: none"> algorithm finds duplicate answers and flags similar ones | 10 | |
| <ul style="list-style-type: none"> by majority vote, players can strike down another player's answer for being a duplicate or wrong | 5 | |
| <ul style="list-style-type: none"> the player's score gets saved to the database | 5 | |
| Site is well designed and intuitive to use | 5 | |
| Total | 100 | |