

CPSC 473 Project 2

MadLibs



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# Project Description

This project creates a web application where one or more people can get together and play a MadLibs-type table top game.

# Project Github Link

https://github.com/indra411/T6CPSC473.git

# Instructions

1. Pull project files from Github
   1. Create a directory
   2. $git init
   3. $git pull <https://github.com/indra411/T6CPSC473.git> master
2. Load the project files to your vagrant box
3. Navigate to the folder
4. Install all of the dependencies
   1. npm install
5. Type in the command “foreman start”
   1. Will call a Procfile that will initialize everything for you.
6. Navigate to localhost:8000

# Caveats

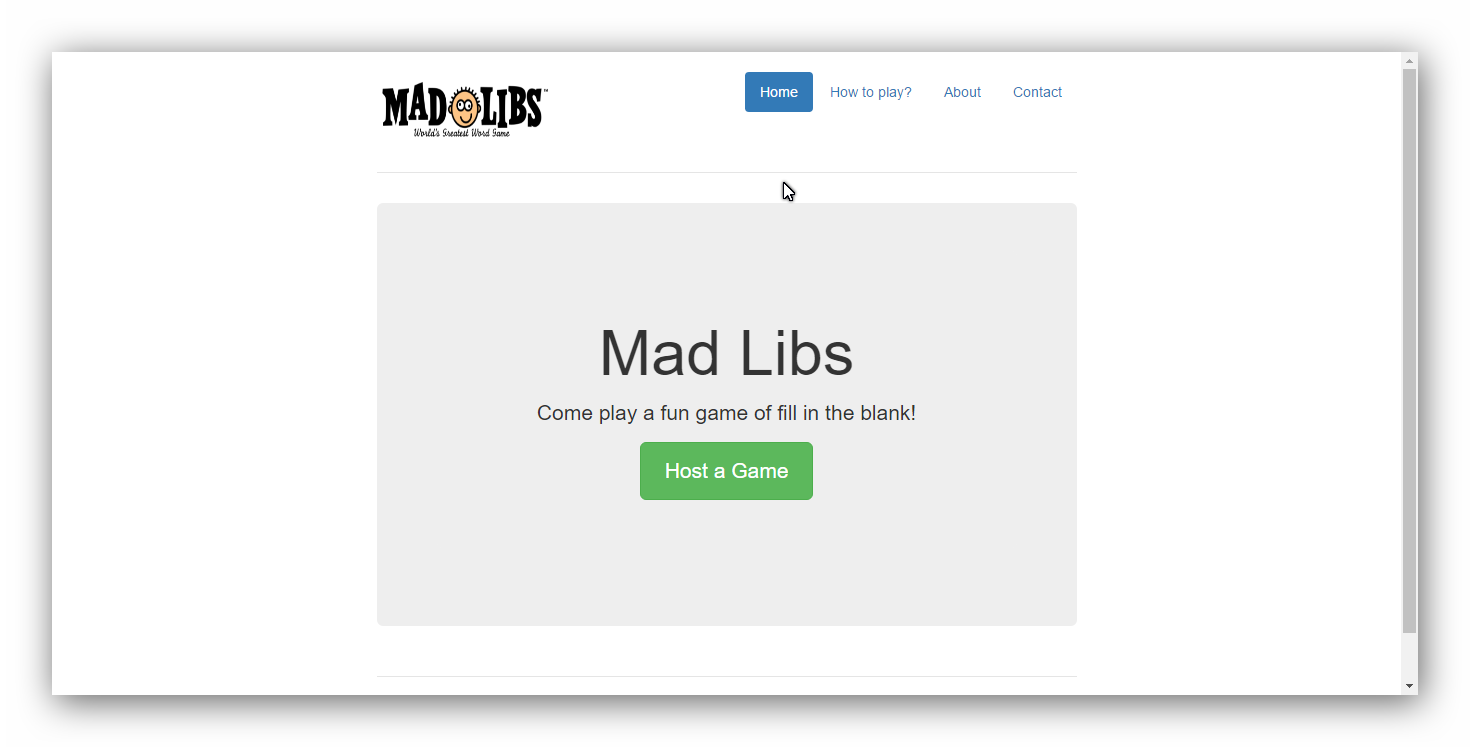
1. The game is structured so that there always must be at least 1 player in the game
2. A player hosts a game but the true host is the server
3. True host references the entity that asks for input and outputs a completed story
4. When the game is started, the navigation links do not work

## Additional Functionality

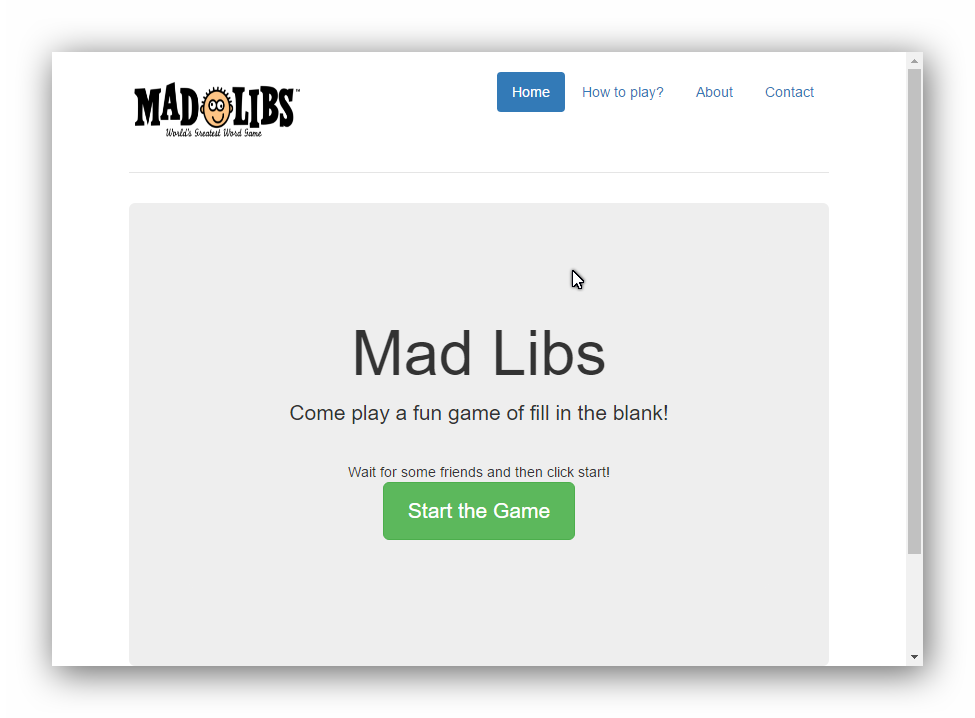
1. Users can add their own stories to be used
2. Users can generate a random word if they’re stuck and need help – the word is generated to the user who selects the option only

# Functionality Walkthrough

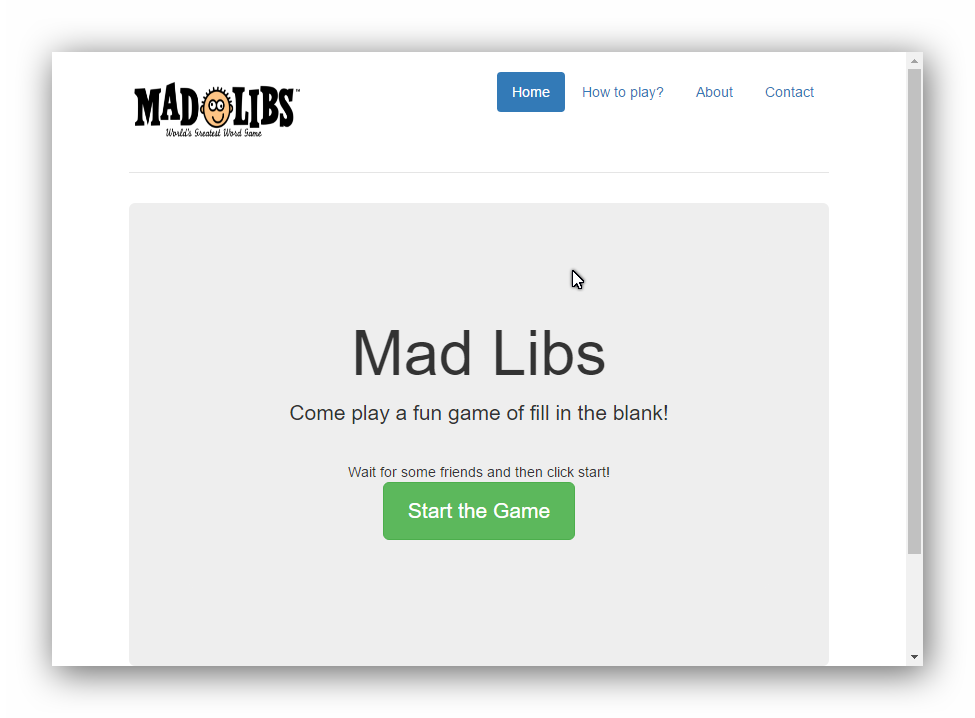
## Home Page: index.html



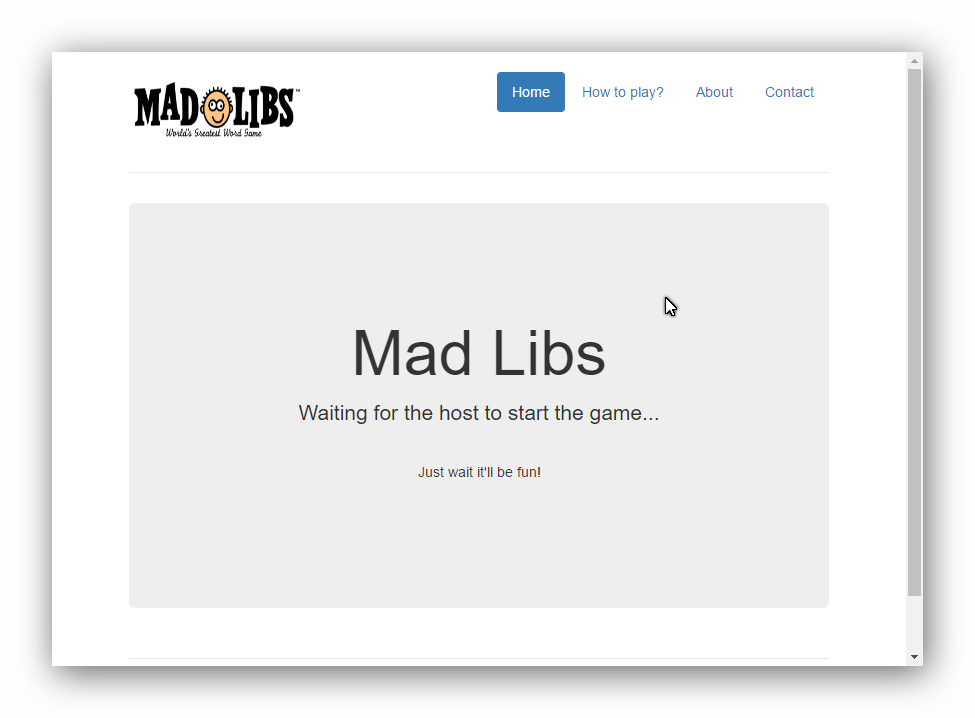
## Host View:



## Host View



## Player View

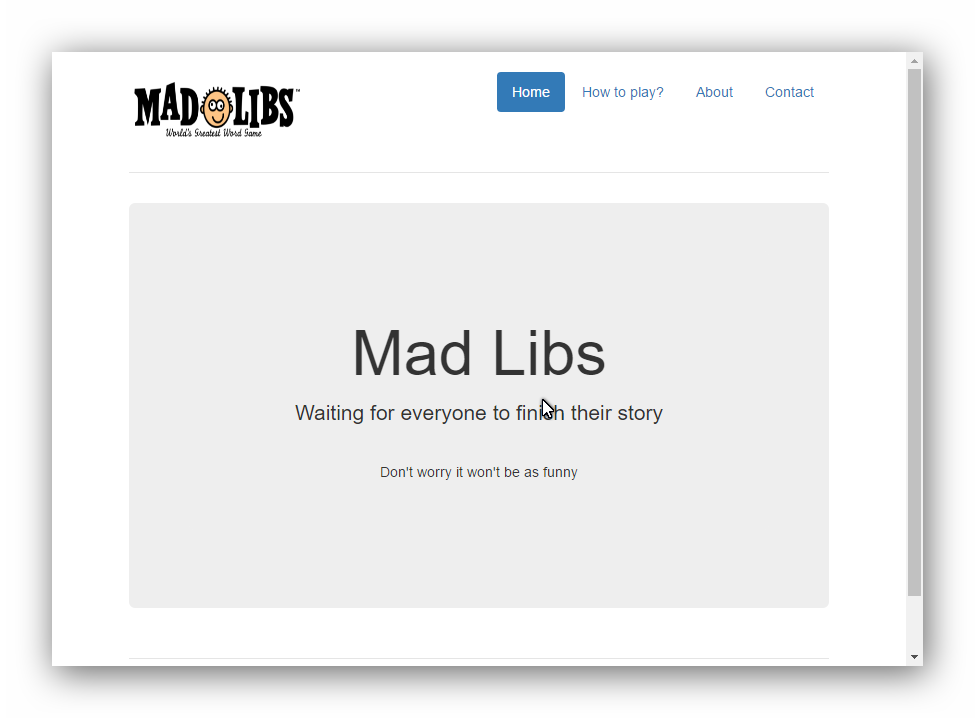


## Input Screen



## Wait Screen

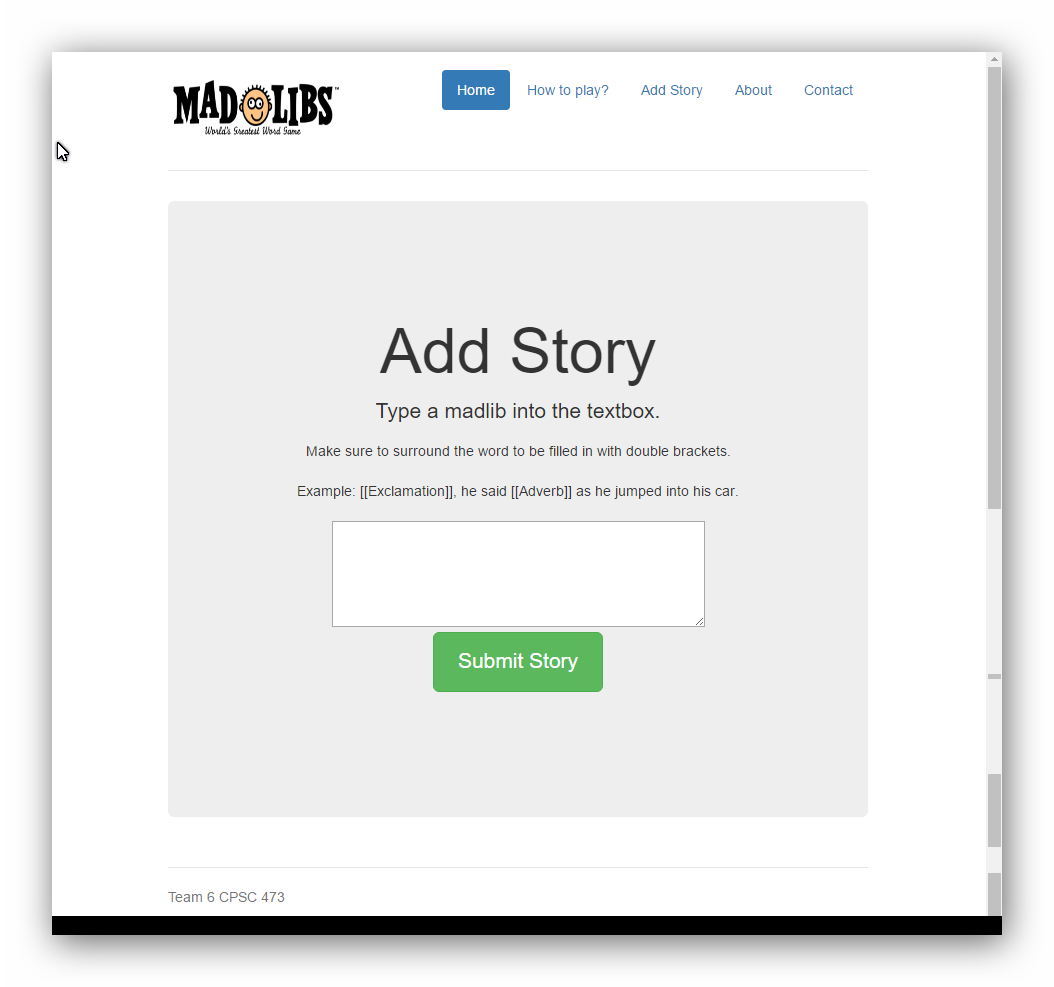
Once a user inputs their values, they must wait for all other players to finish inputting theirs.



## Completed Stories

## 

### Users Can Add their Own Stories



### User have a generate word button if they need help

The word only generates onto the screen of the requesting user. Other users will not get a generated word unless they click the button

