**Project Objectives:**

1. Throughout the whole game the user must be able to open settings.
   1. This would probably be done in the form of an irremovable button in the top right of the screen.
      1. When clicked on, this should open a drop-down menu of at least 3 different options: Profile, Game Log, Other.
2. When the user/s are not in a game (i.e set-up, navigating through settings etc…) there should be an option to go “Back”.
   1. This should be done in the form of an irremovable button in the top left of the screen.
      1. When pressed, it should take the user back to the previous page.
   2. The button should not exist in the middle of the game.
3. The opening page should have a “Start New Game” Button.
   1. This button must be the focal point of the opening page.
   2. Pressing this button should then go to a new page with 2 different options.
      1. Choosing a playlist.
         1. If they choose this option they have to connect their Spotify account and choose a playlist from their library.
         2. There needs to be a validation process making sure that there are at least 10 songs in the playlist.
      2. Playing as a guest.
         1. The user doesn’t need to connect their Spotify account and will be able to choose from a Preset Playlist.
4. There must be a maximum of \_\_\_\_ players.
   1. There must be an option to choose how many players are playing.
      1. This would be done either in the form of:
         1. A text box
            1. If this option is chosen, there should be a validation process checking that the user has actually entered an integer that isn’t outside the range of how many players allowed.
         2. A drop-down menu.
   2. Each player must be able to be told apart in-game.
      1. For each player, a page should appear which allows them to do the following:
         1. Enter a player name.
            1. If a name isn’t entered / is empty, there should be a default name that is given to that user (Such as “Player 1” or “Player” etc.)
            2. 2 players can’t have the same name.

If this happens one of the following should be implemented:

A validation process that tells the player that somebody else has chosen that name.

The second player to choose that name will have it saved as the following: ‘{Name}1’. The number should increase by 1 for every usage.

* + - 1. Associate their player with a colour and a shape (for people dealing with colour-blindness).
    1. At the bottom of this page, there should be a Confirm Button.
       1. When this button is pressed, the user can’t go back.
          1. When Player 1 confirms, the “Back” button mentioned in Objective 2. Will disappear.
  1. After all of the players have ‘confirmed’ it should go to a page with a detailed list of all the users.
     1. This should be implemented in the format: ‘Chosen Shape’ with a colour fill of the ‘Colour Selected’, with their ‘Chosen Name’ to the right of that, and an ‘Edit’ Button on the outside.
        1. When the ‘Edit’ button is pressed, a dropdown menu should appear with the following options:
           1. Change the player’s name

The objective 4.2.1.1.2 should still be implemented.

* + - * 1. Change the player’s colour and shape.

The colours and shapes that other people have chosen shouldn’t be an option to choose from.

The web-app must be able to be played on one device.

* 1. There must be an option to play as a guest without connecting your Spotify account.

1. The web-app must be able to be played by a maximum of \_\_\_ people in one game.
   1. Each player must be able to be identified by a separate colour (red, yellow, green, blue, orange etc.)
   2. There must be an option to name each player after choosing their colour.
   3. If the player doesn’t type in a name, a default one has to be put in place.
2. The web-app must be able to access the user’s Spotify profile to show playlists.
   1. There must be a simple UI screen showing the options that the user can choose from.
   2. If the user is playing as a guest, they should be able to choose from at least 5 different base playlists / albums.
3. There must be a \_\_\_\_ style draft process.