Weekly Meeting Time: Wednesday 6:30PM-7:30PM, Sunday 6:00PM-7:00PM

Meeting Location : Zoom

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**Tech Stack:**

JavaScript

AJAX

Java

Pacman API

HTML/CSS

**Assistive Tools:**

Figma

Sqldb

Github

**Functionality Modules:**

* Search for users
* Friends List
* Chat Between Friends
* Playing Game
  + Game Results
* Leaderboard

**Optional Functionalities:**

* Storing chats

**Timeline:**

| **Timeframe:** | **FrontEnd:** | **BackEnd:** | **Comment:** |
| --- | --- | --- | --- |
| 11/8-11/14 | 1. Construct GUI/prototype 2. Frontend code 50% done | 1. Pick Database 2. Map out algorithms & data structures 3. Construct class hierarchies 4. Finalize database schema/inheritance hierarchies | 1. How to determine hardware/software requirements? |
| 11/15-11/21 | 1. Finish Frontend code 2. Add necessary JavaScript | 1. Implement packman api 2. Add network functionality 3. Add chat function 4. Finish Backend Code |  |
| 11/21-11/28 | 1. Debug & develop test cases | 1. Come up with test cases |  |

**Functions:**

| **Function** | **Input** | **Output** |
| --- | --- | --- |
| Register | Email:string, username: string, password:string | success:bool |
| Login | Username: string, password: string | success:bool |
| Play Game | userID1:int, userID2:int | success:bool , score:int |
| Record Score | userID1:int, userID2: int, score1:int, score2:int | success:bool |
| Start Chat | userID1:int, userID2:int, online1:bool, online2:bool | Success:bool |
| Send Chat | userID1:int, userID2:int, message:string, sender1:bool, sender2:bool | Success:bool, message:string |
| Display Leaderboard | null | Success:bool,  userScores:[int,int] |
| End Chat | null | success:bool |
| Add Friend | userID1: int, userID2:int | success:bool |
| Remove Friend | userID1: int, userID2:int | success:bool |
| Access Friends List | null | Success:bool,  friendsList:[int] |

**EER DB Diagram:**