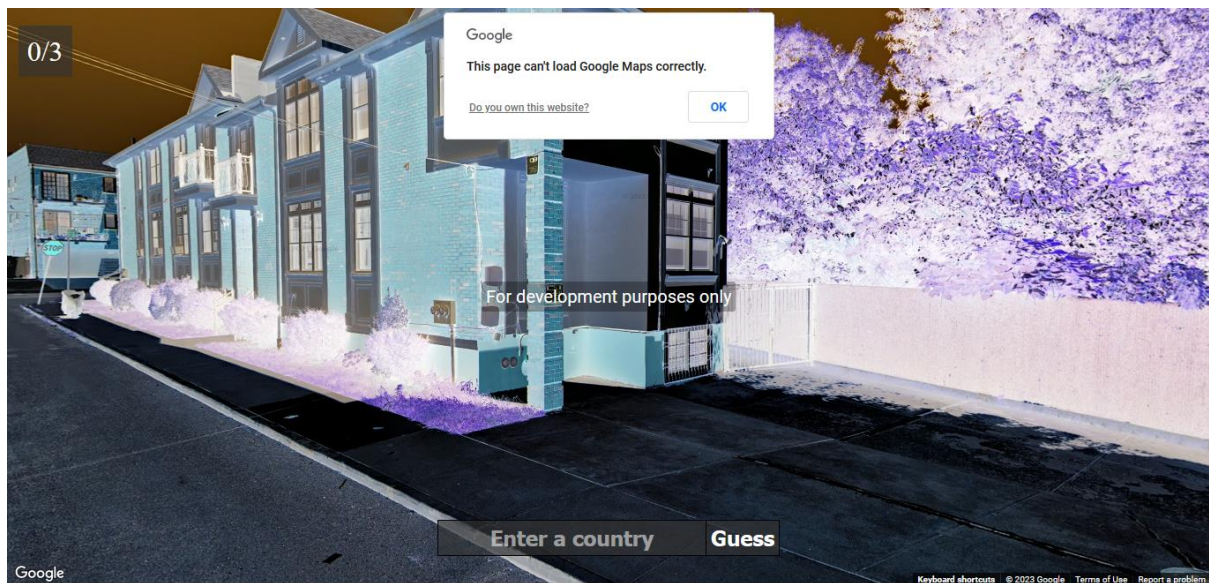# Streetle Contingency Plan

Current State of the Application

At present, our application selects a random location (latitude and longitude) from a list of countries. The coordinates are slightly adjusted to avoid repeating locations. Next, the Google Streetview API is used to access a Streetview panorama of the selected location. Users are then given the opportunity to guess the correct country based on the Streetview image. If the user is unable to guess the correct country within the given number of attempts, the game ends. However, if the user correctly guesses the country, they win the round.

Overall Project Expectations

Our goal is to update the application so that rounds change every 24 hours, thereby fulfilling our original idea of a daily game. After each incorrect guess, information will be provided in a legend about the distance from the correct answer, which should improve the user's ability to eventually guess the correct country. To increase randomness and reduce the likelihood of getting the same country twice in a short amount of time, we will also expand the number of countries that can be included in the game. Additionally, we aim to achieve a high standard of user experience and aesthetics to attract users to return and play the game repeatedly.

Goals

- Fix invalid location issue.
- Minimize requests needed to reduce API costs.
- Previous guess information (distance, direction, etc...).
- Landing page.
- Results screen.
- Daily game functionality.
- Increase country list.
- How to play page.

Future goals

- High scores page.
- Difficulty modifiers.
- Game modes (capital cities, rural areas, etc…).
- User achievements page.
- Streaks.
- World map with previous guesses pinpointed.