

# You Draw I Guess

Team 331

Hancheng Zhong, Xuhui Wang, Peipei Li

# Completed

- User interface: game center, painting room, round interaction
- Storing information from canvas in database
- Game Round Interaction
- Socket.io used in real-time updates
- Tests

## Hello, Peipei LI

You are in room 12, click [here](#) to go back to game room

Joined time: Sun Nov 19  
2017 19:59:42 GMT-0500  
(EST)

### Public Listed Rooms

#### Room 14

Players: 2  
Observers: 0

Playing

☒ Player ☐ Observer

Join

#### Room 12

Players: 2  
Observers: 1

Idle

☒ Player ☐ Observer

Join

# UI - Game Center

## Hello, Peipei LI

This is room 12

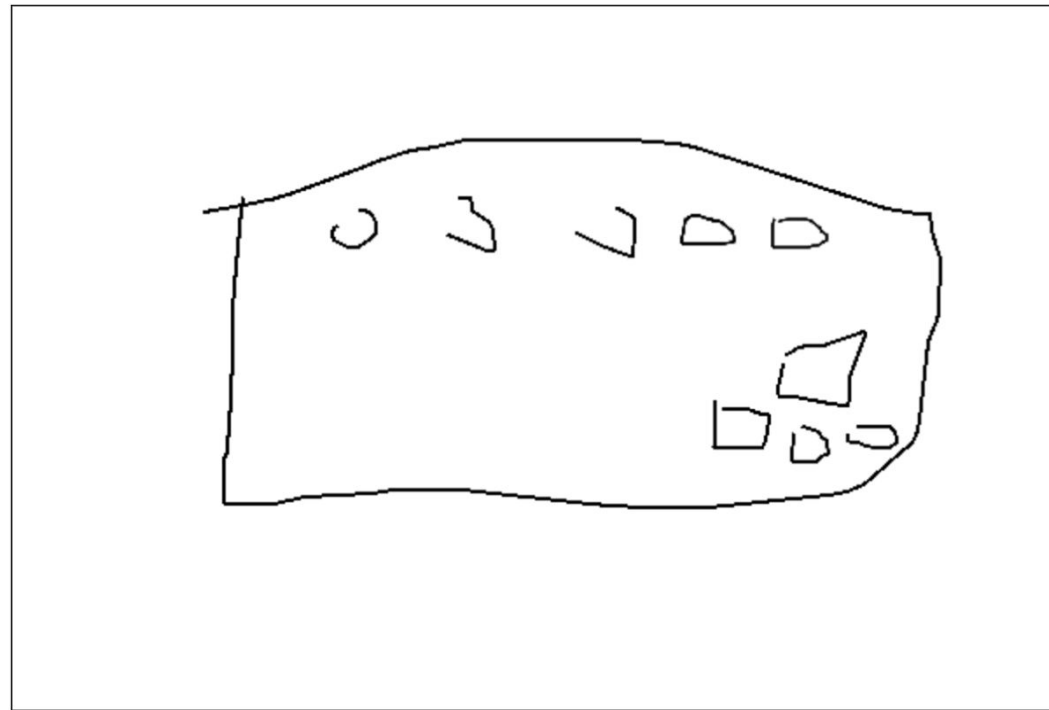
### Players

Peipei LI

asdadsad

### Observers

You are the painter! - The answer of this round: *keyboard*



# Game Round

# Round Management

- When to start a round
  - At least two players
  - All players are ready
- When to end a round
  - Time out
  - All guessers have the correct answer
  - The painter exits
  - All guessers exits (eq. 2)

# WebSocket

- Purposes
  - Push events
  - Dead user detection
- Implementation
  - Express-ws or socket.io?
  - Authentication

Demo

# Database Design



# Unit Tests

# TODO

- Larger Dictionary
- Score Board
- User Testing
- UI Improvements
- Code Cleanup
- Deployment