

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

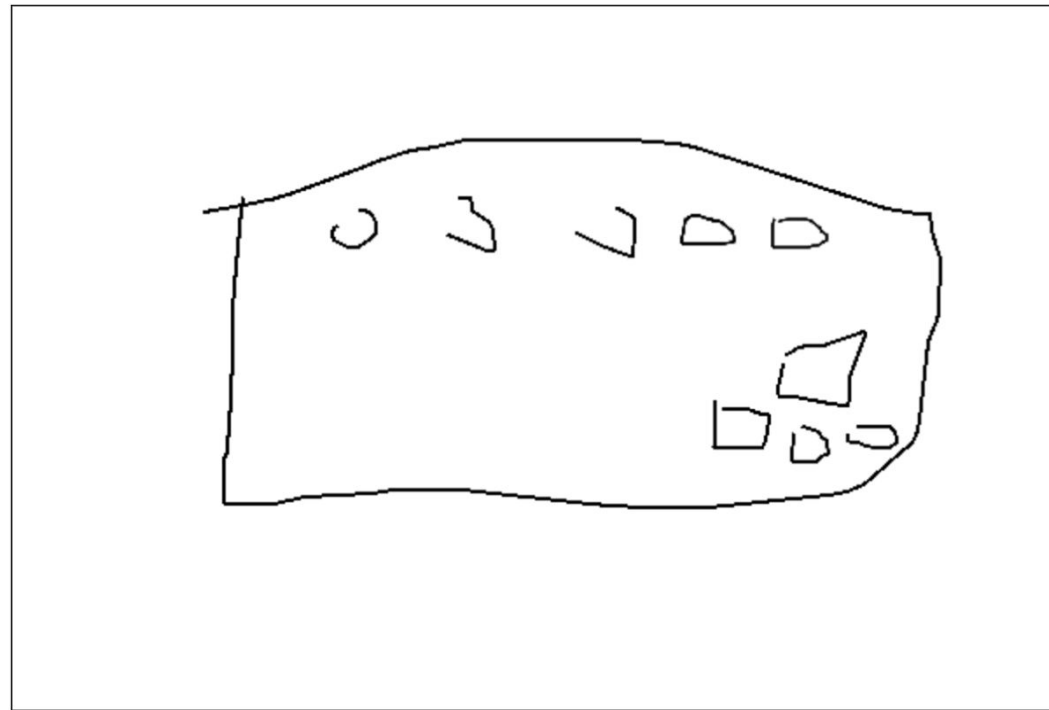
Players

Peipei LI

asdadsad

Observers

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



Game Round

Round Management

- When to start a round
 - all players are ready
 - at least two players
- 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
- User Testing
- UI Improvements
- Code Cleanup
- Deployment