

Team 1: Acronymble

Project Documentation

CPSC 473 - Project 2

Section 1, Team 1 - Cornflakes

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May 13, 2015

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Project Introduction

Acronymble is an online multiplayer word game in which players make up phrases with letters generated from the server. A voting process after each round is utilized to help determine the most popular phrase. The user with the most popular phrase then gains 5 points and a new round begins. Details of the game provided below.

This project was developed using Express Framework in order to generate the template as well as Bootstrap to style the layout of the game. MongoDB was also utilized to store the user info and games. Socket.io was utilized for the chats, broadcasting and emitting events back and forth between the clients and the server. AngularJS was also used on the client side for manipulating the DOM and displaying the results from the events.

Getting Started

Our project's link on Github is:

<https://github.com/linhcao1611/Acronymble.git>

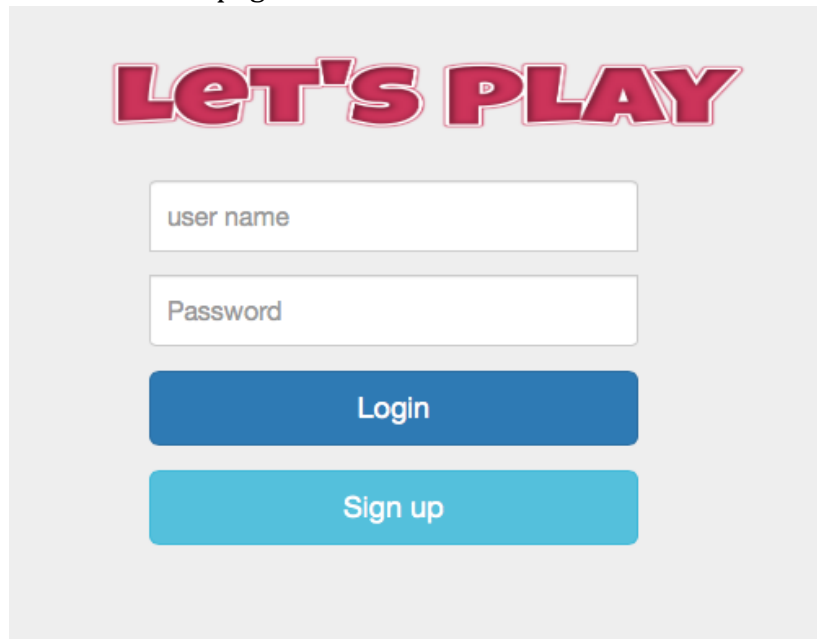
To Run:

First clone/download the project and cd into the Acronymble/acronymble/ folder.
In terminal, type ***npm install*** to install all the dependencies .

Please note that mongoDB should be installed and running before running the application.

Run command: ***node app.js /* or for legacy nodejs */ nodejs app***
to start the project . It will listen on localhost port 3000

The site will load the index page that looks like below :

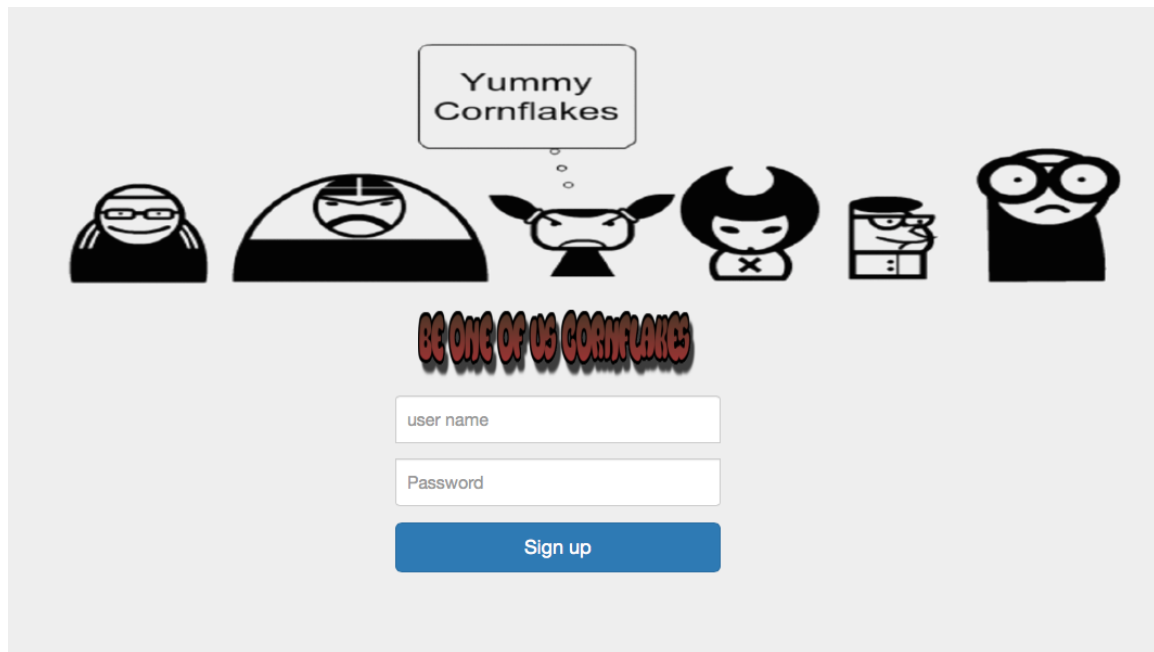
The image shows a web interface with a light gray background. At the top, the text "LET'S PLAY" is displayed in a large, bold, red font with a white outline. Below this, there are two input fields: the first is labeled "user name" and the second is labeled "Password". Under the password field, there are two buttons: a dark blue button labeled "Login" and a light blue button labeled "Sign up".

In order to play a game, a user has to be registered within the game. In order to register, click on the 'Sign up' button within the main login screen which will redirect a user to the registration page of the application.

Creating an Account

Creating an account entails providing a username and password and then clicking on the 'Sign up' button within the registration page.

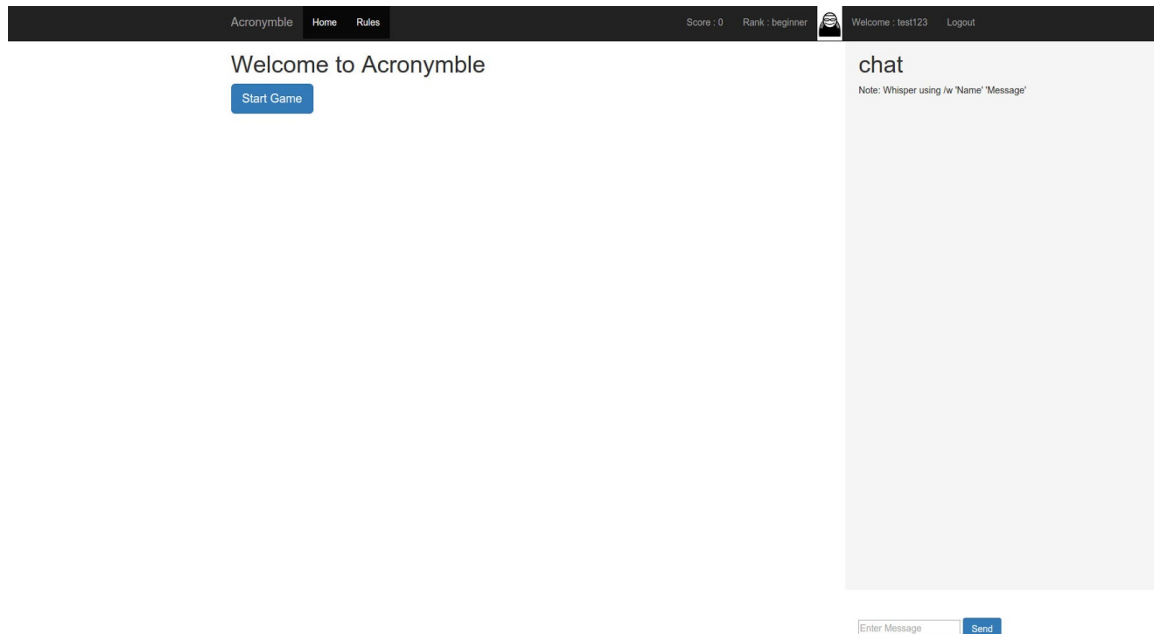
Once a user account has been created, users will be redirected to the game waiting room where the user can chat, start or join an ongoing game.



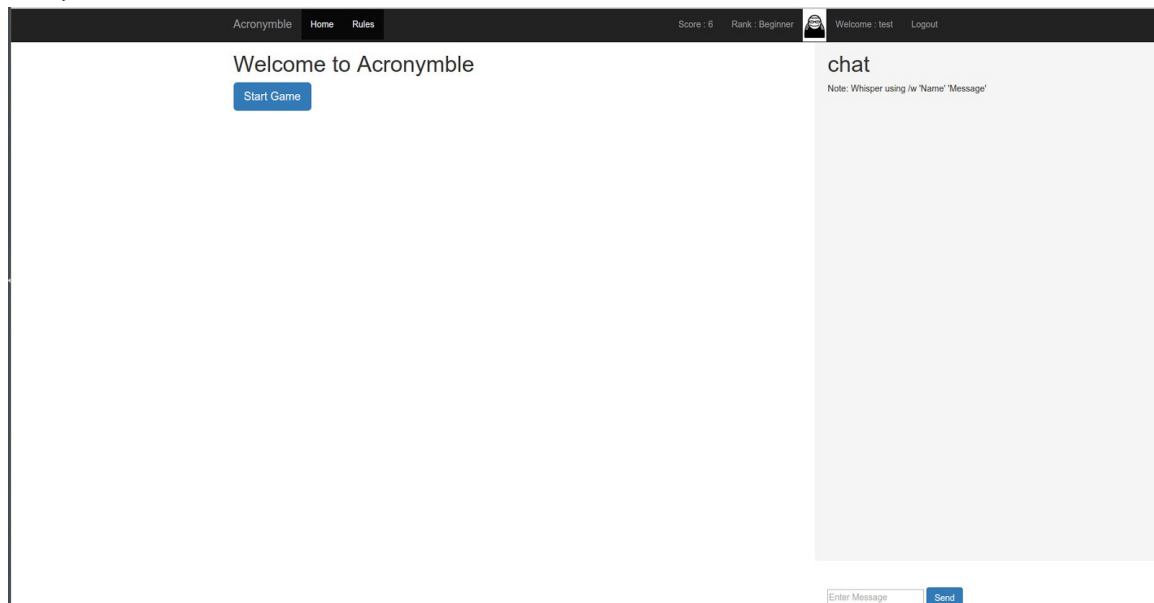
The registration page for 'Yummy Cornflakes' features a row of six stylized avatars at the top. A speech bubble above the third avatar (a character with pigtails) contains the text 'Yummy Cornflakes'. Below the avatars is the text 'BE ONE OF US CORNFLAKES' in a stylized, red, blocky font. Underneath this text are two input fields: 'user name' and 'Password'. At the bottom of the form is a blue button labeled 'Sign up'.

Main game page (waiting room)

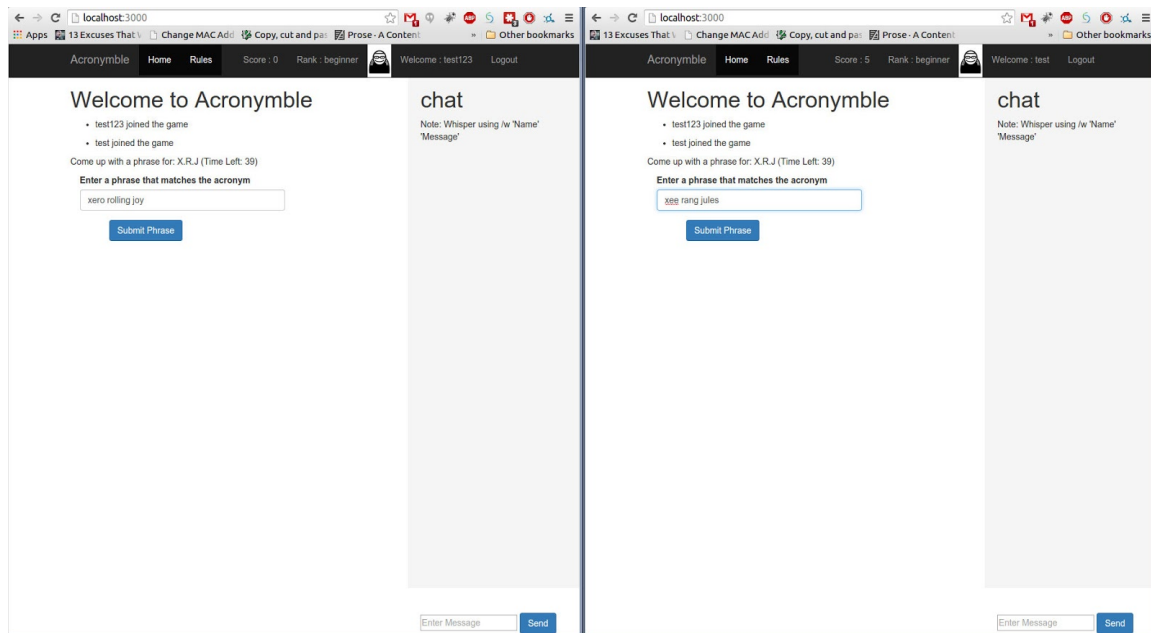
Within the waiting room, users can begin a game by clicking on the 'Start Game' button.



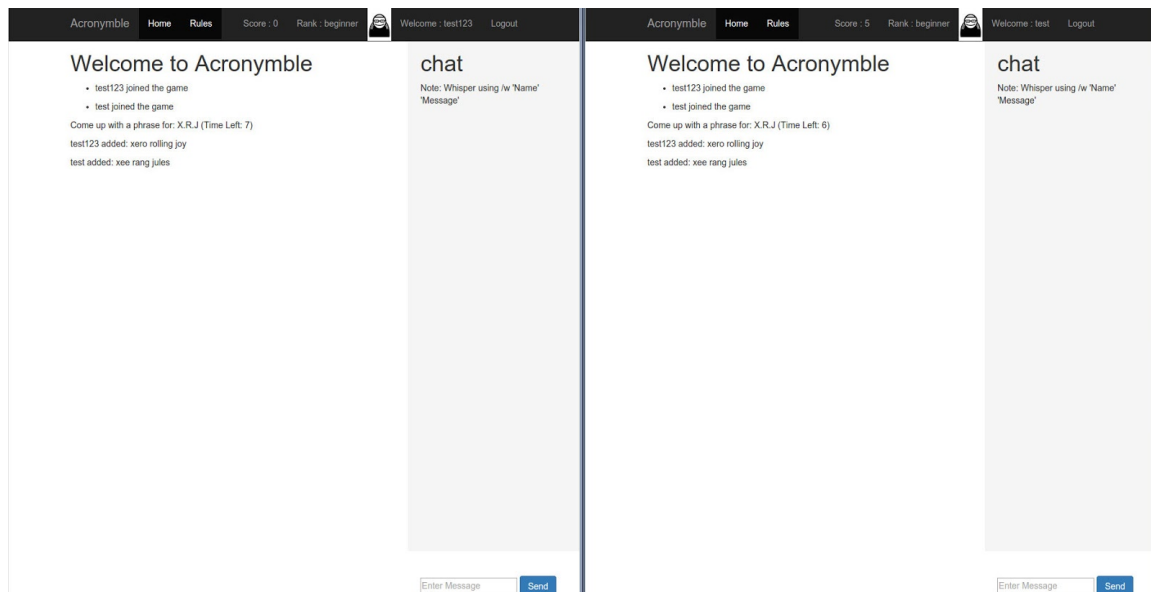
Other users within the waiting room can then join a game just started by clicking on the 'Join Game' button.



Once the game has been initialized, the server gives each user 60 seconds to come up with a phrase for the acronym generated.

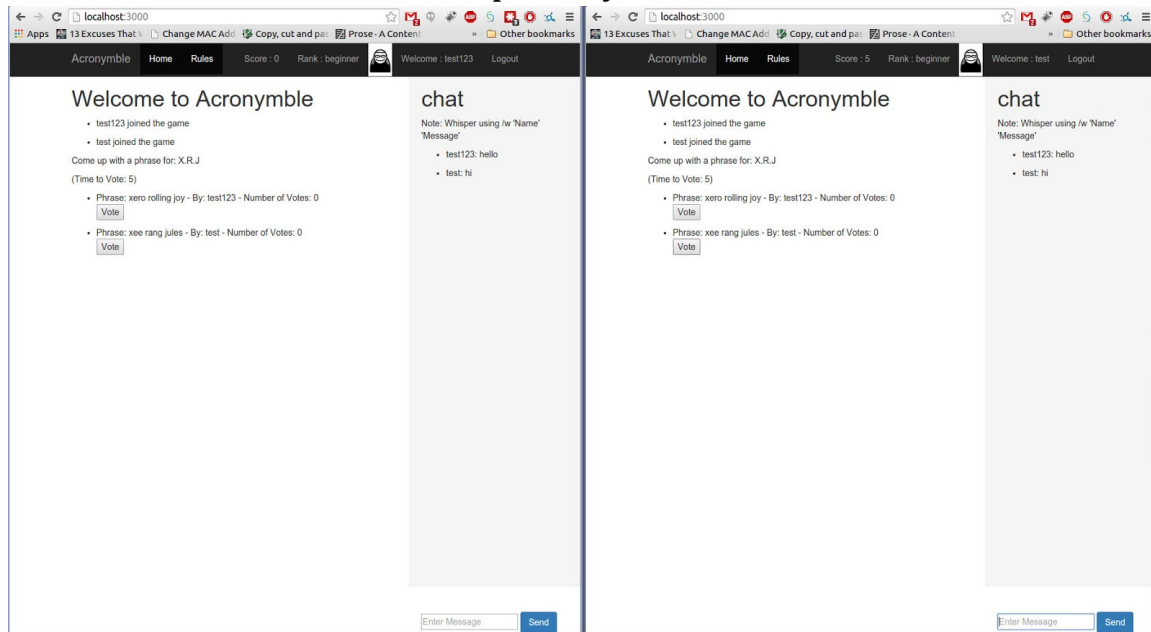


After the 60 seconds are completed, each user gets to vote on the best phrase provided for the acronym (one vote per player).

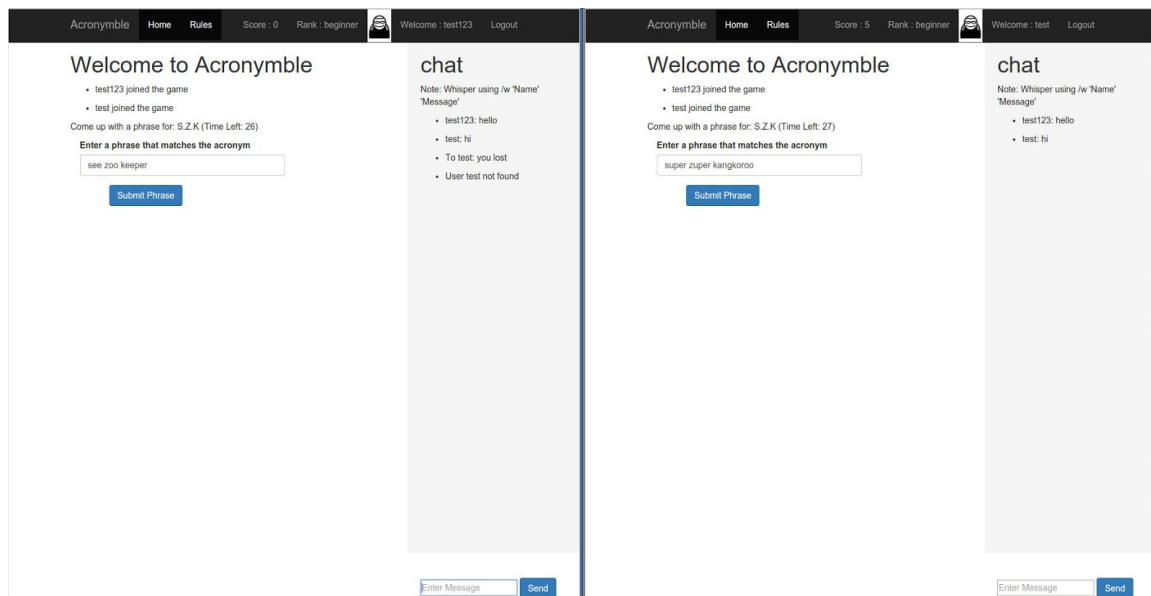


The user who wrote the phrase with the most votes receives 5 points for that particular round, other players receive 1 point.

User can chat with each other publicly:



User can chat privately : users can whisper to each other to send private messages by using the format:
`/w <username> <message>`



Quitting a game can be achieved by clicking on the Acronymble title at the top of the page or clicking on the 'Home' link. This will take the user back to the waiting room.

Game instructions can be found by clicking on the Rules link at the top of the page.

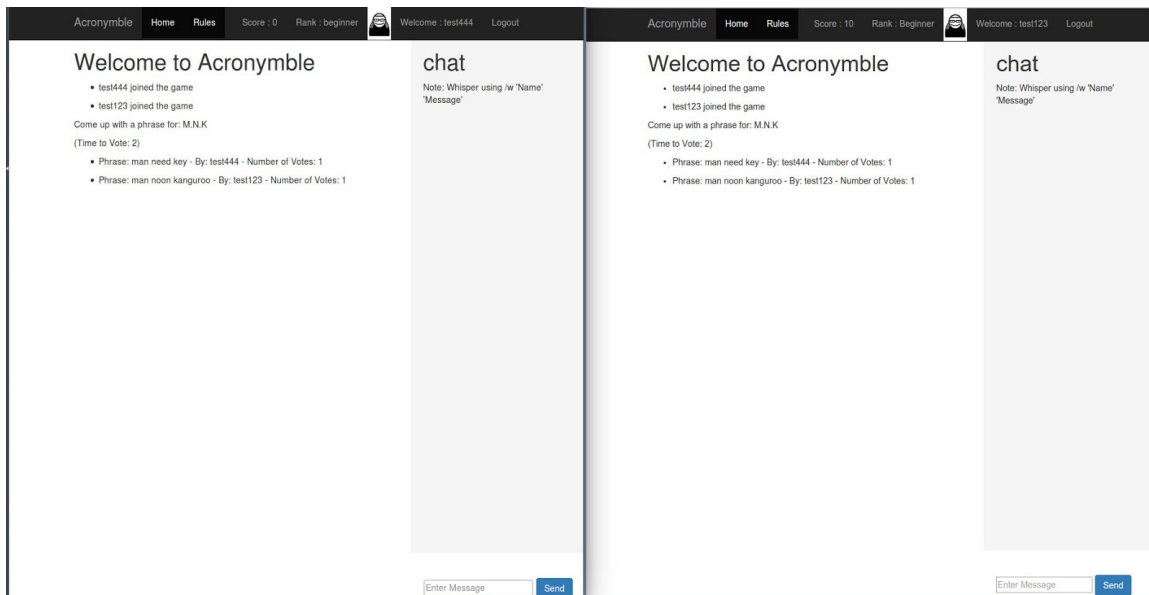
Logging out

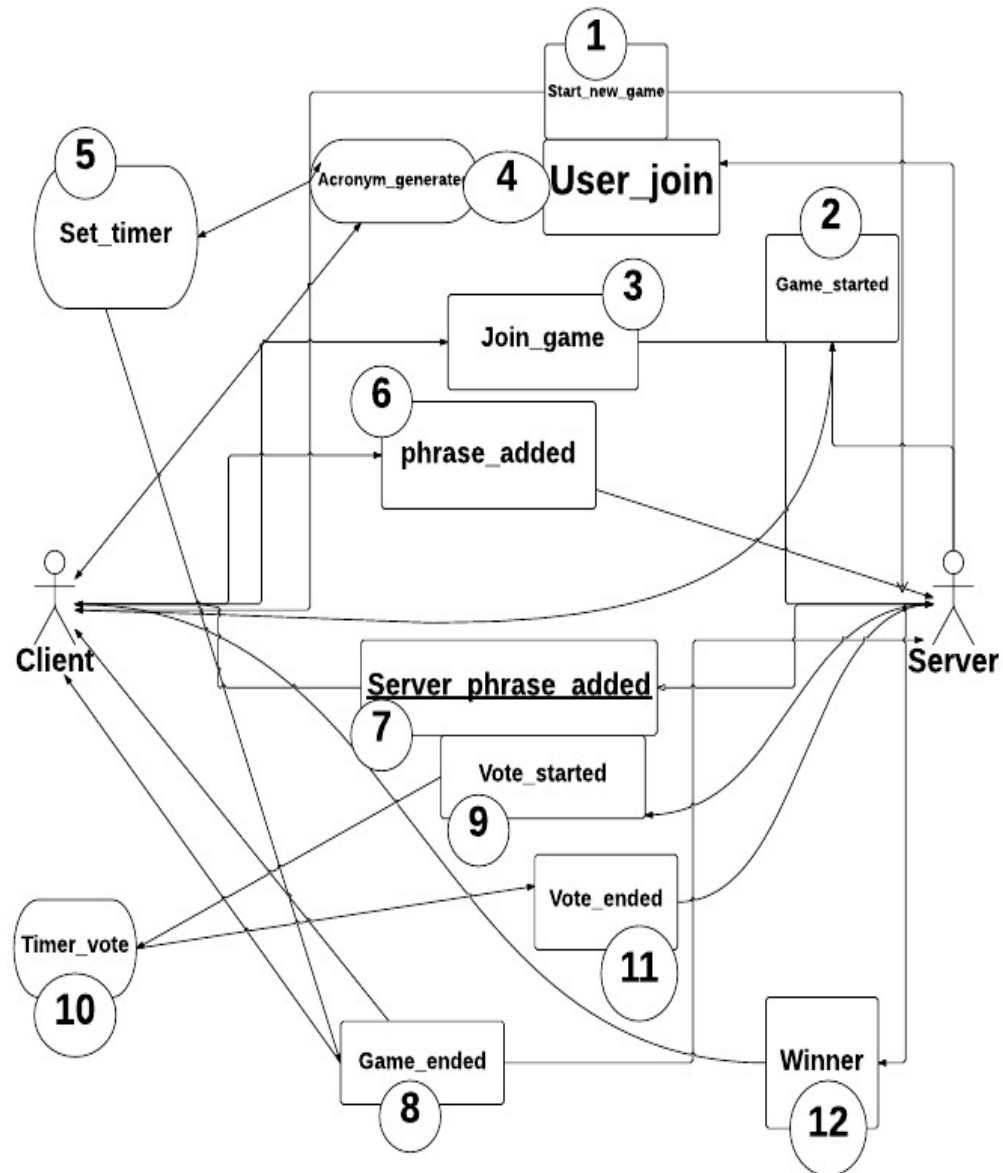
In order to log out of the application, users can click on the Logout link at the top right corner of the application page. This will redirect the user to the login page of the application.

Validation

For validation, we have the login validation if the user leaves any field blank.

After the user votes on a phrase, the button will disappear so that users cannot vote multiple times.



Event Diagram

References

1. Sources for code are cited inside the project.
2. CSS3 animate used for bouncing logo.
3. <http://stripgenerator.com/strip/create/> used for characters.
4. Lucid-Chart used for event diagram.