

Drawing game

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WebApp Idea

- Drawing game
- Multiplayer
- One draws, others guess the word
- Ranking system (first to guess correct gets most points)
- Words to draw are randomly chosen from a wordlist that is imported at the beginning

Project Plan Timeline

[illegible]

Responsibilities

- Frontend development: Christoph Ladler, Lukas Wagner
- UI, design, usability: Darjan Babic
- Backend: Martin Tobias Klug

HTML 5 Features

- 2D canvas
- Web sockets for client-server communication
- Web storage for high score, custom word lists
- (WebRTC - synchronization of the canvas between clients)

Architecture

- client - server architecture and Model-View-Controller
 - View: Canvas, High score list
 - Controller: Chat answers, Canvas drawing, server communication
 - Model: High score list storage, Word list
- client:
 - display canvas
 - chat for guesses (correct guesses are not shown)
- server:
 - session/game management
 - message transfer
 - canvas synchronisation
 - store highscores



UI Mockups

Name:

Johnny

Y3DN3E

Join existing game

Create new game

Number of Players

6

Rounds

3

Word list

Vegetables



Lobby code

Y3DN3E

Start game

Players

Johnny (you)


Alex

Steve

Anna

Julia

Import

Number of Players	6	<div>Players</div> <table><tr><td>Johnny (you)</td></tr><tr><td>Alex</td></tr><tr><td>Steve</td></tr><tr><td>Anna</td></tr><tr><td>Julia</td></tr></table>	Johnny (you)	Alex	Steve	Anna	Julia
Johnny (you)							
Alex							
Steve							
Anna							
Julia							
Rounds	3						
Word list	Vegetables 						
Lobby code	Y3DN3E						
	<div>Ready</div>						

Person

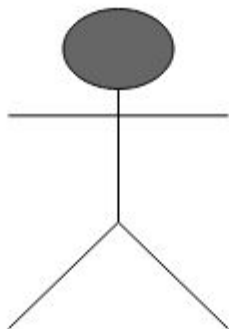
Johnny (10)

Brian (12)

Steve (1)

Anna (42)

Julia (0)



Johnny: stick figure

Alex: people

Julia guessed the word



Clear all

Eraser

Pencil

P e _ _ _ _ n

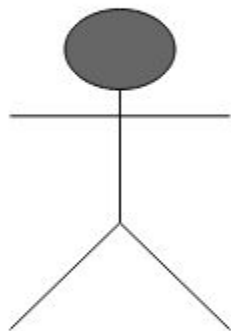
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Thank you for your attention