

Drawing Game

Contributors

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Description

The drawing game is a multiplayer game in which the players compete against each other by guessing the right word derived from ones drawings. The winner is determined by the time (sum of overall) they needed to guess the correct term. The word list is imported at the beginning of the game.

Installation Prerequisites

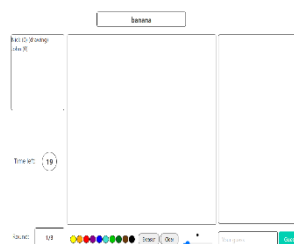
Noteworthy dependencies that must be included/installed before running the webpage are express and express-ws. Before installation is possible, it is needed to download and install Node.js. Node.js 0.10 or higher is required.

Express is a fast, unopinionated, minimalist web framework for node, which used throughout the whole game. To enable a communication WebSocket endpoints are being needed. Express-ws lets you define WebSocket endpoints like any other type of route, and applies regular Express middleware.

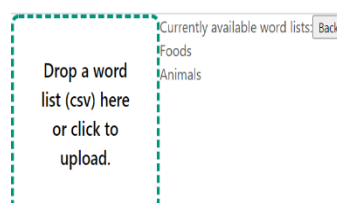
Technical Structure

The program features basic Html, Css and Javascript.

CanvasRenderingContext2D interface, which is part of the Canvas API: in order to render context of the drawing surface.



Usage of Drag and Drop in order to add new wordlists to the game.



WebStorage Api: stores data only for a session, meaning that the data is stored until the browser is closed. This sessionStorage is particularly used for newly added word lists, so that they are available in all tabs for all players.

Usage

The game begins with the title screen. The user has given 3 options on how to proceed further from there on. Before actually creating or joining a game, an additional wordlist can be added to the game.

Name

Lobby code

Create game Join game Manage wordlists

The game features two lists with guess words already at the start. The user, who intend to the create a game session, can add another csv file with guessing words via drag and drop or by clicking in the marked zone. After the desired file was added the list gets update and the user can return to the origin page by clicking at the back button. Back at the title screen the user can enter his name and click on create game, to start a session.

Drop a word list (csv) here or click to upload.

Currently available word lists: Back

- Foods
- Animals

The creator than chooses the number of players, how many rounds are played and which word list is used.

Number of Players Rounds Word list

Foods ▼

Create game

Now the a lobby code is thrown, which can then be used to join the current session.

Ready

N5RB

Nick (not ready)

Other players can now join, when entering the lobby code.

Name

Lobby code

If the lobby code isn't correct the following pop up window opens.

Auf localhost:3000 wird Folgendes angezeigt:
You did not enter a lobby code, please provide one.

Ok

The players then need to press Ready button in order to start the game

92T2
Nick (not ready)
John (ready)

While one user has to draw the object, the other ones need to guess the it. Thus they have several utensils: a pen, font, eraser and lastly they have the option to clear the whole drawing.

banana

Nick (0) (drawing)
John (0)

Time left: 19

Round: 1/3

banana

Nick (0)
John (0) (drawing)

Time left: 1

Round: 1/3

The more time the guesser needs to find the term, the more letters are revealed. Also all try's are documented in the chat, only false ones can be seen

i_za

John: has guessed the word!
Nick: banann
Nick: has guessed the word!
John: fries
John: curly fries
John: has guessed the word!
Nick: has guessed the word!
John: ice
John: ice cream
John: has guessed the word!

The winner is determined by the quickness of getting the correct result. The numbers are difference of seconds needed to solve them.

The winner is John!

John (19)

Nick (6)

Back to title screen