

Software Requirements Specifications

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GameCluster

Party Game Management System

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1.Introduction

1.1 Document purpose

The purpose of this document is to present the developed solution for a management system for multi-user party games. Here lies a high-level overview of the implementation as well as of the user guide for the potential users.

2. General product description

2.1 Current situation

In the last few years, with the pandemic taking over and restricting our social interactions, digital experiences have become more and more popular.

Usually, multi-user games require either a computer, a game console. Most of them have complex rules and take a lot of time, and they are not always free to play.

2.2 Purpose of the product

The purpose of GameCluster is to offer a lightweight entertainment activity, by hosting several types of party-like games, that can be played on the phone, and consist of small,

repetitive rounds. This solution is more lightweight compared to other party games that already exist, such as Jackbox.

2.3 Product context

Users will be able to enter a room and either play or assist the game in progress. Once one user creates a room, the rest can enter the room ID in the application and be redirected to the game in progress.

The current game that we created for the demo is called “What everyone says”. All players see 4 images and they have to vote which picture they think will be voted by the majority of players. If they voted the predominant picture, they earn points.

2.4 Benefits

Our solution represents a lightweight option for already existing party games. Moreover, the games have easy-to-follow rules and can be played in however many players.

3.Functional requirements

All users who take part in the game must be authenticated. The authentication system is based on Google Authentication and is supported by Firebase. Once a user is logged in, they can either join a room by entering a code that they received from the host, or by creating themselves a room that they can afterward share.