HvZ Website Feature List

Ordered By Priority

- Game mechanics implemented similar to HvZ source.
  - Ability to register new players during a registration period requiring a special pin code that is to be handed out at the meetings. Also ask a few survey questions during sign-up (Do you live on campus?)
  - Ability to output an excel readable table of all players and their survey responses
  - After game start allow zombies to report tags using the human ids of human players.
  - Keep track of human and zombie populations as well as maintain zombie feed timers and corpse zombies when they expire.
  - Allow the game to be ended and the winner announced at any time.
- Provide Side protected communication channels for both humans and zombies in the form of forums and IM style chat.
- Provide a help system where players can submit tickets to be answered by anyone with moderator privileges and that is only visible to moderators.
  - This must allow for replying to a message and keeping a running thread of the conversations.
  - Must be able to be marked as answered/solved and kept for archiving
  - Must be time stamped.
  - Ability for moderator to choose to be emailed about a new support ticket.
- Display on the main page that shows the current number of humans and zombies.
- An admin ticker that shows game events, such as starvation and tags with timestamps.
- Moderator ability to search for any player by real name, or a fuzzy search by human ID.
- Moderator ability to revive humans and corpse as well as force tag a human or corpse a zombie.
- Visibly time stamp everything, communication messages, Game events(tags), Help Tickets…
- Public Forum
- Public Rule Page
- Mobile site for both admins and players