# CMSC436 Project Proposal: Board Game Tracker

*Project Team 1*
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*App Description*

This app will allow a user to track their wins and statistics while playing board games. The user will be able to create user profiles for the people they play board games with to track individual stats.

*Minimal Goals*

The app will have an interface that allows the user to add a session/single board game play. The user will be able to provide:
- Name of the board game
- Names of the players
- Points earned by each player

The main screen of the app will show a dashboard of sorts with stats for the games played in the past. There will also be an in-app timer that can be used by players who like to time-restrict turns. The following features will also be available:
- An option for the user to add a free-text note about the particular entry/game session
- An option for the user to upload profile pictures for the user profiles

*Stretch Goals*

We have identified the following stretch goals:
- At least two game-specific templates for data entry (for example, a specific form for Monopoly)
  - These specific forms will include a picture of the cover of the game and a link to the rules.
- An option for the user to take a picture of the final game board (so someone can look back at the final board of a specific game in the future)
- An option for users to take a picture of an in-progress game in the event that the game needs to be paused and the board needs to be packed-up
- A record count of the total number of games won for each game type (could include win-streaks)
- A friends list section
  - View the game stats of friends
  - Messaging?

## Project Timeline

*Milestone 1*
- Default board game session template done
- The ability to enter basic information about a board game session
- The ability to create different user profiles

*Milestone 2*

- The in-app timer
- A basic dashboard which shows stats like average scores, most wins, etc.
- The ability to view individual stats for each profile not just "group" stats

*Milestone 3*

The minimal features will be fully implemented and nicely displayed:
- A separate tab for the timer
- An "add" button displayed at the bottom of the app for the user to add a game session
- Perhaps a clean graphical (pie chart, bar graph, etc.) way to show stats (this is still a maybe; heavily depends on the games being played)

At this point, we will begin working on the stretch goals.

*Final submission*

At least half of the stretch goals implemented, project submitted, and a demonstration scheduled.