

**Team macK**

**Week 1 Report**

10/18/2024

<https://github.com/sfsu-csc-667-fall-2024-roberts/term-project-team-mack>

<https://github.com/orgs/sfsu-csc-667-fall-2024-roberts/projects/1>

## 1. Features being implemented

### LANDING PAGE

- Clicking the Create Game button directs you to a new, empty lobby page for you to host.
- Clicking Join Game directs you to the join game page.
- There is a general chat where users can talk to other users. Users must be logged in in order to type in this chat.

### JOIN GAME PAGE

- Lists all games that are not in progress and have open spots.
- Can join a game by clicking the join game button next to a game.
- Can join a game by typing the game id. That way, friends can just share a code with each other.

### LOBBY PAGE:

- After joining a game, users are sent to a lobby room with other players that have joined that same game
- Users can send messages to a chat room that is shared with other players that have joined the same game
- Users can join either blue or red team as a spymaster or an operative
- One and only one spymaster is required for each team, with any amount of operatives allowed
- If user is the host of the game, they can kick players out of the game
- Host of the game can start the game whenever there is one and only one spymaster and at least one operative on each team

- Users can check for a list of players in the lobby, including those that are in the lobby but not in a team
- Users can leave the game to go back to the landing page. If that user is a host, randomly assign the host to a new player in the game. If there are none, delete the game entirely.

#### GAME PAGE:

- **The game page** features 25 cards in the center of the screen, each displaying a unique, randomly generated word from a database. Depending on whether you are an Operative or a Codemaster, you will see different colors on the cards.
- **The Operative** on the red team will see every card with a white background and must guess which cards belong to the red team, while avoiding selecting any cards that belong to the blue team. **The Codemaster** on the red team already sees the correct highlighting of each card; they see 8 blue cards and 9 red cards (they have an extra card since they had the first turn in the game).
- **The Codemaster's** responsibility is to give a clue to their respective Operative that will help them choose the red cards on the screen. They will also include the number of cards that the Codemaster wants the Operative to guess based on the given clue, e.g., "Tool, 3." The Codemaster uses the **text boxes directly under the cards**, which will then appear on the Operative's screen once the Codemaster clicks the "**End Turn**" button at the top right of the card stack.
- The Operative reads the clue at the bottom of the screen and attempts to guess the cards the Codemaster had in mind **by clicking on them**. Clicking on each

card will update it in the database as “**Uncovered.**” The more uncovered cards a team has that correspond to their team, the closer they are to winning.

- When each team’s turn has ended (after both the Codemaster and the Operative on one team have taken their turns), the large title at the top of the screen will change from “**Red’s Turn**” to “**Blue’s Turn**” or vice versa, depending on which team’s turn it is.
- On the left side of the screen, the **color-coordinated teams** with their members are prominently displayed, along with an option to change teams. The “**Change Team**” button moves a player from one side of the “**Active Players**” database to the other (other team). This change team feature is available to all players throughout the entire game.
- On the far right of the screen is the **chat**, which is only available to those who are playing in the current game. The chat displays each message a player sends for everyone to see, along with a small photo that includes the initials of each player’s username. A user may send a message by typing within the “**message field**” at the bottom of the chat and then using the “**Send**” button directly under the message field. Sending a message updates the “**Chat**” database with the username of the sender and the message content.
- There is a “**Leave Game**” button at the bottom right of the card stack if any player wishes to leave at any time during the game. This button will remove the player from the current “**Active Player**” database for that specific game.

#### ABOUT PAGE:

- Users shall be able to read a small summary about all who participated in creating the game as well as a small summary of the game

#### HOW TO PLAY PAGE:

- Users shall be able to learn about how to play the game on this page, detailed with instructions of setup, player limits and rules, as well as the ultimate goal of how to win the game and beat the opposing team

#### LOGIN/SIGNUP PAGE

- Users shall be able to sign in to an existing account as well as create a new account under these two pages.
- Users shall be able to travel from login to signup and vice-versa through a single click labeled either “Don’t have an account?” on the login page or “Already have an account?” on the registration page.
- Users will be prompted to put in a new username, password, and to confirm password when signing up for a new account, once they have confirmed that all of their information is correct, they are able to click the “Signup” button at the bottom of the form and submit their account info
  - The user will either be redirected to the landing page as a default, or any of the pages they might have been initially trying to reach before they were prompted for the lazy registration
- Users will be prompted to Login to an existing account by typing in their email and password and clicking the “Login” button after they have confirmed that their info is all correct

- The user will either be redirected to the landing page as a default, or any of the pages they might have been initially trying to reach before they were prompted to login to their account

## 2. Technologies

*Required* - Render, Node.js, Express.js, Postgres

*Requested* - React.js

## 3. Wireframes

Landing Page

Username

# Code names

Brings you to  
lobby of new,  
empty game



Brings you to  
Join Games Page



must be  
logged-in in  
order to use  
the global chat

How to Play   About   Contact

Join Game Page

Codenames

User name

Join a game by typing the  
game id

Create Game

Join By Code  
\_\_\_\_\_

Game 1	Players X / Y	Join Game
Game 2	Players X / Y	Join Game
Game 3	Players X / Y	Join Game
Game 4	Players X / Y	Join Game
Game 5	Players X / Y	Join Game

Chat

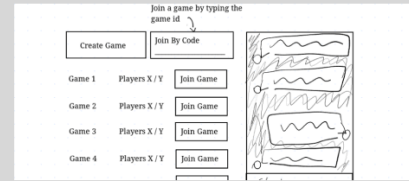
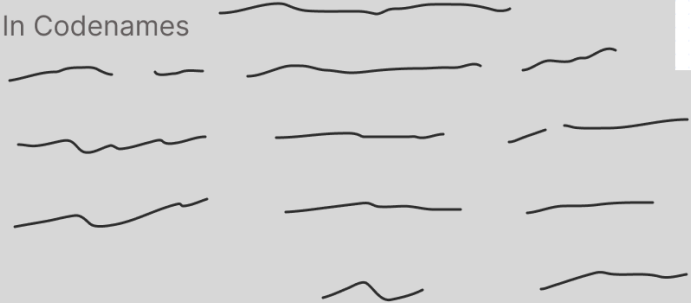
< 1 2 3 4 5 ... >

Click join game button to  
join that game



## How to Play

In Codenames



Rules continue scrolling down ↓



[How to play](#)

[About](#)

[Contact](#)

## About Us | Contact

team trying to get good  
grade in 667

dev@email.com

[How to play](#)

[About](#)

[Contact](#)

Removes player from the game and sends them back to the landing page

Gets all of the users in the game from the server and displays them

user clicks here to logout of their account

Codenames

username

Leave Game

Players

Blue Team

spymaster

user1

operatives:

user2

Red Team

spymaster

user3

operatives:

user4

user: message

user: message

user: message

message

message here

Waiting for host to start game...

user writes a message here and sends it to the server to be shared with all players in the lobby

switches from login to sign up forms

Login

Sign up

username

password

Login

Authenticates user and sends them to the home lobby page

A hand-drawn wireframe of a login and signup form. The form is contained within a rectangular box. At the top, there are two tabs: "Login" and "Sign up". Below the tabs are five input fields: "Email", "Username", "Password", "confirm Password", and "Sign up". The "Sign up" field at the bottom has a left-pointing arrow next to it. To the right of the form, there is a handwritten note: "stores user's credentials, authenticates them, and sends them to home lobby page". A dashed line connects the note to the "Sign up" button.

stores user's credentials, authenticates them, and sends them to home lobby page

Blue's Turn

End Turn

Team Red Martin Bryan	Water	Siren	Pickle	Cheese	Coffee	<div>Great Guess!</div> <div>Great Move!</div> <div>Burgle!</div> <div>Nice Try :)</div> <div>Good Game!</div> <div>GG!</div> <div>Message</div>
Team Blue Cole Alex	Building	Journal	Cloud	Zipper	Clipper	
Change Team	Screen	Metal	Horn	Rug	Italy	
	Teeth	Foot	Ring	Sister	Brick	
	Candle	Massage	King	Basketball	Ice Cream	
	Codeword	# of Words	Send	Leave Game	Send	

Blue's Turn

Team Red  
Martin  
Bryan

Team Blue  
Cole  
Alex

Change Team

Water	Siren	Pickle	Cheese	Coffee
Building	Journal	Cloud	Zipper	Clipper
Screen	Metal	Horn	Rug	Italy
Teeth	Foot	Ring	Sister	Brick
Candle	Massage	King	Basketball	Ice Cream

End Turn

Great Guess!

Great Move!

Boo!

Nice Try :)

Good Guess!

Go!

Message

You're codeword is "String" for "X" Words.

Leave Game

Send