Group Name: Team Q

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Umanzor, Andrew Guinto
Link to Github repository:

https://github.com/sfsu-csc-667-fall-2024-roberts/term-project-team-q Link to Github project board:

https://github.com/orgs/sfsu-csc-667-fall-2024-roberts/projects/11/views/1

A brief description of what we accomplished in the term project this week:

For this week we have completed milestone 1 where we decided that we will implement the game Bingo, identified the features of the game, and created wireframes for the game.

Features we will be implementing:

User Authentication:

- Users will be able to create accounts, log in, and log out.
- Most pages will restrict access to authenticated users.
 - View profile (only authenticated users)
 - Chat (only authenticated users)

Real-Time Chat:

Chat will be available on the home page after login and in each game room.

Game State:

- Game state will be stored on the server, not on the client.
- Users can reconnect and resume the game in the current state.

Multiple Games:

• The app will support multiple games and allow users to join several games.

Profile:

- When users are login they can change their nickname and icon
 - Icons will be provided for the user to pick

Game:

- Users will be able to play bingo
- Game will randomize cards for the user to pick
 - Users will have 30-45 secs before the game picks one for you
 - Cards will be 5x5 and have random numbers each game
- Game will randomly pick numbers every 45 secs
- User will be able to mark their card
- Users will have a bingo button that they are able to click
 - When the button is clicked the game will check if the user has achieved bingo (based on winning pattern picked)
 - If won, game is over
 - If the button is clicked too early, game will continue

- Only people who have joined a game will see the game state Lobby:
 - Users can create a their own game
 - o Set the game name
 - o Set the max number of players
 - Users can customize what the winning pattern
 - Ex: 5 in a row, All the card is filled
 - Join games
 - Can see the rules of the game

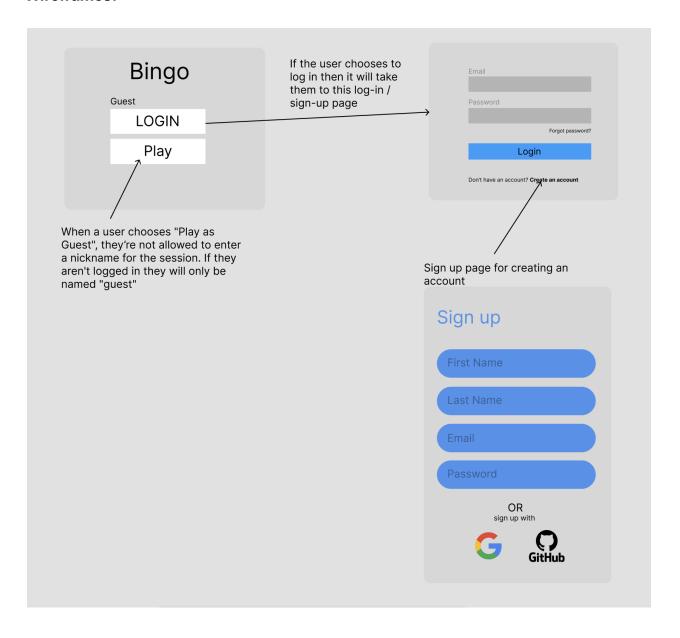
Game Over:

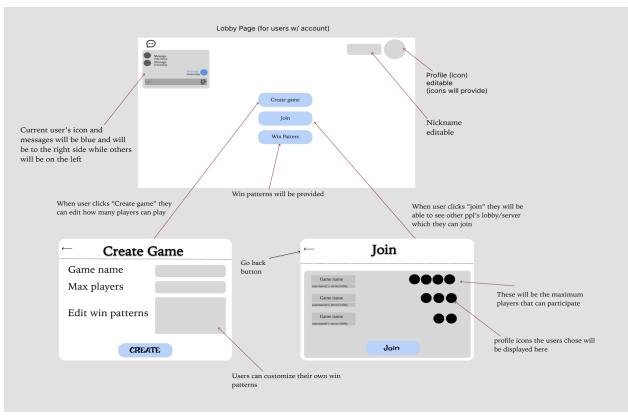
- User will be able to keep playing in the current game they are in
- User will be able to return to lobby

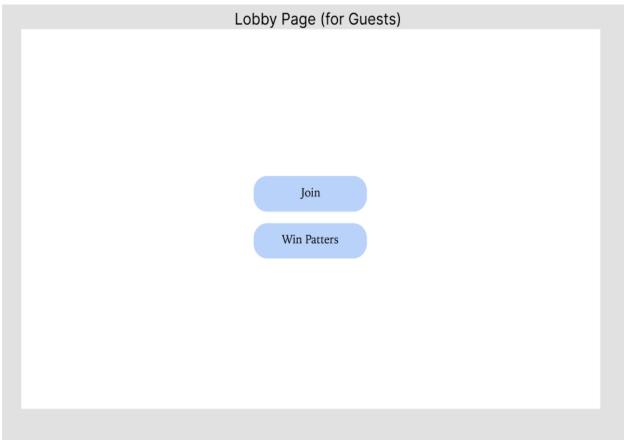
Technologies that we will be using:

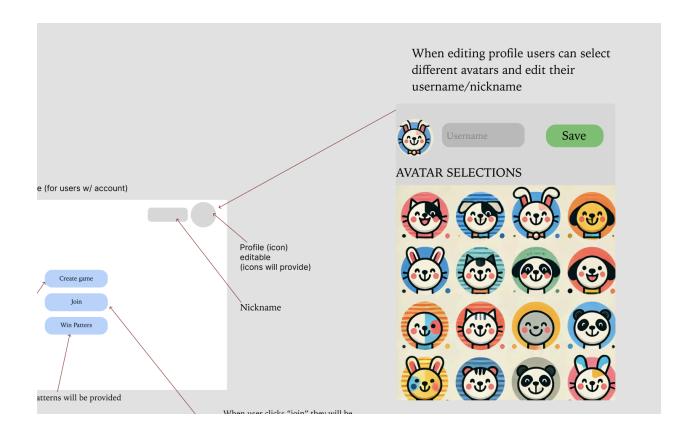
- HTML
- CSS
- JavaScript
- Render
- Node.js
- Express.js
- Postgres

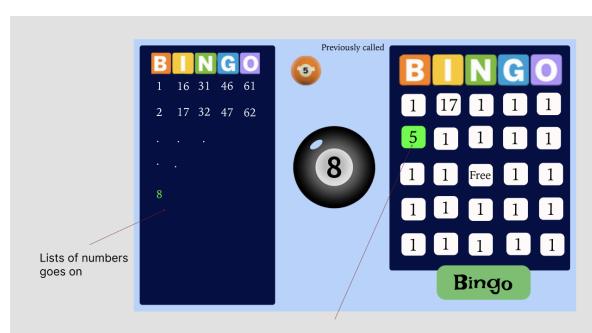
Wireframes:











When user has the number that has been called in their card they can mark it and then it will change color as an indicator that that number is marked

