Overview:

        This week we set up a discord server to help us coordinate and discuss the project. We also discussed what game we are making. After deciding on poker, we broke down what features we will need to implement. Finally we created wireframes for our website.

GitHub Repo:

https://github.com/sfsu-csc-667-fall-2024-roberts/term-project-gatorwins-team-p

Project Board:

https://github.com/orgs/sfsu-csc-667-fall-2024-roberts/projects/13

Features:

Required Site Features:

1) Sign Up / Log in /Log out
2) Real time chat function for both game lobby & game room
3) The site must support an arbitrary number of games
4) Game state should be stored on server
5) A user can play as many games as they wish (concurrent)
6) If a user reconnects to a game, the appropriate game state must be loaded
7) The game state must be updated in real time
8) Information regarding the game state must only be given to the appropriate players

Game Related Features:

        For our game, we have decided to do Poker. The variant we plan on implementing is 5-Card draw. To speed up the game, there won't be any rounds of betting. The best hand wins the round and the game will be decided on the best 2 out of 3 rounds.

1) The game must keep track of how many rounds each player has won and end the game after a player has won twice.
2) Players should be able to discard up to five cards and receive the same number of cards discarded.
3) The game will need to keep track of the value of each player's hand and compare each of them

4) The game needs to keep track of which cards are in play and which are still available

Technology:

Required:
- Node.js
- Render
- Express.js
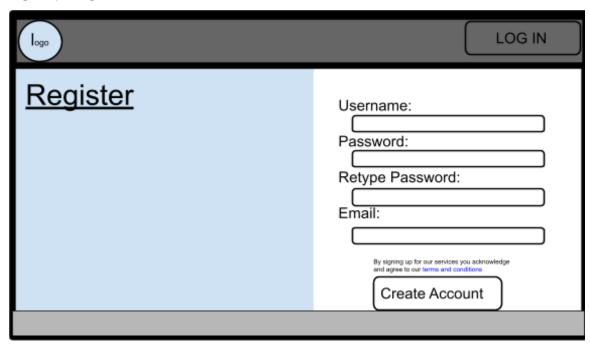- Postgres

WireFrames:

Anything in blue will be replaced with an image later.
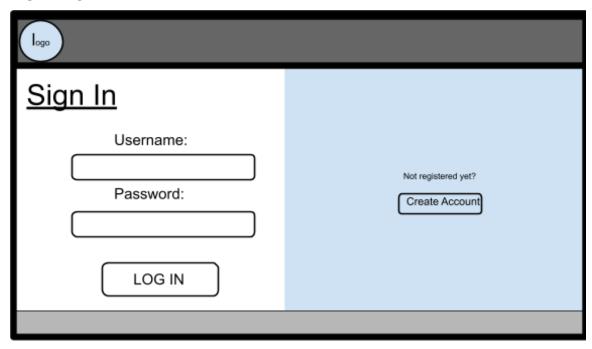
Landing Page:

This page is the first page that a user joining the site should see. A user without any authentication should have access to this page. From here, a user should be able to access the Sign up Page or Login Page.

logo

LOG IN

Register

Username:

Password:

Retype Password:

Email:

By signing up for our services you acknowledge
and agree to our terms and conditions
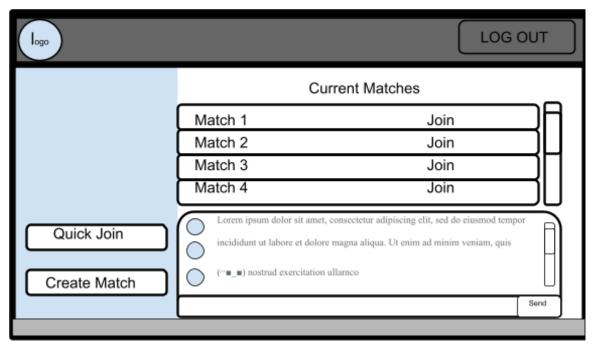
Create Account

This is the page where the user can create their account. If the account creation is successful, then the user will be redirected to the lobby page.
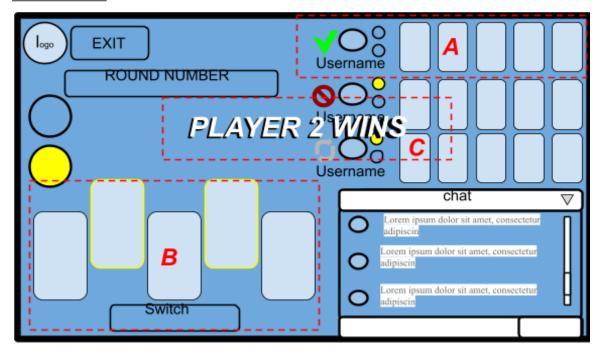
Log in Page:

If the user provides valid credentials, then they will be redirected to the lobby page.

Lobby Page:

This is our lobby page. Only authenticated users will be allowed to access this page. From here, a player can chat with everyone else on the server or join a game by hitting the join button next to a match. Only open matches should be shown on the list. Quick join will put a player into a random match that isn't full. Create match will make a new empty game room and put the player into that room while they wait for more players.

Game Room:

This is what the game room will look like. The chat should be collapsible.

A. Other players in the room will be displayed with an image and their username. On the left of the image there will be an icon indicating if a player has finished making a decision, is currently making a decision, or has disconnected. On the right there will be an indicator showing the number of rounds this player has won. Their cards will remain face down until the end of the round.

B. This is the user's hand. If the user selects cards to be swapped they will be highlighted and the bottom button will contain the text "Switch". If no cards are selected then the bottom text will be "End Turn"

C. This is the current game status. It indicates who won or whose turn it is. If a room is not full, this text should say "Waiting for Players".