# Functional Specification

The Shark Game Project involves the development of a game which will be embedded into a site.

# Home Page

The home page or the first page the user will see will be the Sign In page. The user can either register or sign in using a Facebook/Google+ account.

# Game Page

After signing in the user should get a sign in confirmation and be be taken to the Game page. This page will display an image of a shark. The user's aim is to draw a box around the shark only. This box functions similar to a crop box. After drawing the crop box around the shark, a text box should appear on the image prompting the user to type a tag into it. The user would then type 1 tag only. There should be an auto-fill functionality which should help the user to fill in when typing the tag. The auto-fill can only help fill in the 14 sharks which this project concentrates on. The box should have a check mark (✔) symbol beside it and it should light up after the tag is completed. As the user clicks on the lit up check mark, the next image should appear. This check mark should only light up if the user has typed in either of the 14 shark species.

# Shark Guide Page

There is a separate page for the Shark Guide. This guide exhibits information on the 14 different sharks which the users will be tagging. Each shark will be represented by an image and a species name. Each of them will have a features section which should address Dorsal Fin, Tail, Caudal Fin, Side Fins (Pectoral Fins), Anal Fins etc. This should help the users in identifying the sharks that are displayed in the images on the Game page.

# Leaderboard Page

This page which will display all the scores of the users who have currently tagged sharks.