EmoteIt

Project Description

**Goal**

Making an entertainment platform, not for monetization. It is meant for learning, project development and showcase.

Our goal with this app is to allow people to have fun communicating with each other.

**What is the platform?**

This is a social media/guessing game where one user posts a post with only emojis according to what he is thinking/feeling. This can be a name of a movie, a thought, a common expression or something similar but should be expressed in the form of an emoji, preferably one emoji for each word, so it's more guessable. Then other users will take turns guessing what the emoji means and try to answer it with words/sentences making points for bragging rights. See you in the scoreboard!

**Incentive**:

There is a scoring mechanism. Overtime as you answer correctly you gain more points and bragging rights to your name.

**Application Usage:**

* User posts an emortion (a post) (this is the post by the user asking the question in emojis)
  + When the user posts, he/she provides:
    - Category of emortion (what is it about? a movie? Car? Food etc).

\*At first users will be able to add categories to the dropdown.

* Emojis - an array of emojis expressing the emotion.
* Actual Answer (At most 6 words)
* Privacy level - Happy Friends Only, Except Dull Friends
* When does the emortion expire?
  + 1,24,48,72
  + To be able to use custom emojis through the plugin.

**Other Users**

Other users will find the post on their wall.

* All posts from 1 user appear horizontally
* They will see the emojis, not the answers
* They will not see others’ answers.
  + They will see how many right and wrong answers.
* They can avail the hint, if they want to! \*\*will reduce the points\*\*
  + They will be able to like the emortion.
  + If they have not answered yet, They will be able to answer the emortion.
  + Avail hint will start off with loosing 2 points, however every avail after the 1st avail user will start losing 2X points following each avail

Answering mechanism: game type

* Answerer sees holes for each letter in the arrangement of the sentence. Answer in one minute

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* When they answer:

**(Matched Words\*10) + (10 - answer number\*2) [every person answers you lose 2 points+ (30 - every 10 seconds\*5) [every 10 seconds lose 5 points]**

* They see all other people’s answers and points earned.
* The answer obtains the score, the user
* They will obtain the score:

Scoring takes into fact:

- number of people answered

**Friendship: Behavior face**

3 types of connection between users

1. Happy
   1. You can share with happy friends only if you want
   2. You get all activity notification of your happy friends
   3. You see their posts on the wall at the top!!
   4. Happy users can be invited to individual emotional sessions!
   5. Has to be confirmed
2. Smile (this is the default friendship state)
   1. You don't get notification of your good friend unless their post is hot.
   2. You see their posts on the wall.
   3. You cannot individually share with Smile Friends
3. Dull Face -\_-
   1. You can exclude your Dull friends from your posts.
   2. You don't see any of them on your wall.

**User Profile:**

* User bio, profile picture (editable)
* Name, Email, Score
* all posts user has made (check friendship)
* His/her friends
* His answers

**Search**

* List of your happy friends
* When you start typing, Individual search

**Loading and Status Message**

* Loading and Message Modal.

**Phone Notification System (when we make the app)!!**

**Phone Authentication?:**

Google Firebase Authentication

**Feedback**

An external platform to collect feedback on the app. We are not maintaining these in the internal database.

**2nd Phase:**

**Secret Emoji Room with happy friends**

Emotional Sessions:

One on one has time limit

Antakshari type.. Sentence given, other person guesses with sentence.!

Technology Used:

Previously used: MERN Stack: MongoDB, Express Routing, React (later React Native), Node.js

Now: Mongo, ASP.NET WebAPI, React

[Quick Tour (mongodb.github.io)](https://mongodb.github.io/mongo-csharp-driver/2.13/getting_started/quick_tour/)

Finish!!!

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