Description of the Project-ESP Game

1. Functionalities fulfilled

- a. Pulling images from other site(www.flickr.com)
- b. User registration: The system allows a new user to register.

 It records the username and password of the user, then the user can re-login the system and play.
- c. Top pairs: The system can show the top-ranking gamers(username) and their scores(additively).
- d. Off-limits words: The system can automatically ban the labels which have been labeled by users to a specified picture, which means the gamers cannot use these labels for the specified picture hereinafter.
- e. Pass photos: Either one of the player can choose to skip a photo that he or she consider hard to describe. This action will not be influenced by the other side, which means as soon as one player chooses to pass, picture on each side changes.

f. Show labeled photos: After a game is finished, a player can

review the photos that he/she and the partner have viewed

and the labels that have been submitted into the system by

them. Additionally, the administrator has a page to view all

photos with labels that have been matched by at least one

pair of gamers before.

2. Non-functional Requirements Fulfilled

a. Compatibility among different Oss and Browsers

OS: Windows/Linux

Browsers: Firefox 3.5 or above/IE 9.0 or above/chrome 11.0 or above

b. Usability

Provides the users with the least buttons but the most ajax features

in a cartoon style.

c. Performance

In most cases when the network speed is OK(>100k/s), the input will

be answered in less than 3 seconds.

d. Security

Free of ordinary SQL injections(tested by other teams).

- 3. Main Developing Softwares/Kits Used
- a. JQuery 1.6.1
- b. Mysql 5.1
- c. PHP 5.1
- 4. User Specification
- a. Register/Login



b. Label



c. Administration Page

LabeledPhotos



2



sea mm 1 1

1



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