17-437 / 17-637 Project Proposal

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Overview

For our project, we would like to develop a web application version of the game *Apples to Apples* (for educational purposes). This multiplayer game (4-10 players) is played in *rounds* where players, except for the dealer of the round, each play a red apple card from their hand. The dealer then chooses the red apple card, without knowing who played each card, which they feel best matches the sole green apple card for that round. In practice, the dealer often selects the red apple card they think is the most funny or clever.

Web Application Features

1. A dynamic game interface for players to engage with
   a. Each game session will include a live chat box so players can communicate with one another during the game
2. A WebSocket server which clients (players) connect to in order to play
3. mySQL database to store with the following tables associated with the game data:
   a. Official red apple cards
   b. Official green apple cards
   c. Create your own red apple cards
   d. Create your own green apple cards

Additional Details

Some additional design feature that we are considering include:

- Not requiring registration for someone to play, instead, players just need to choose a nickname to play
- Players can create or join a "private" session (access code created when a private session starts so that other players can join) or a "public" session
- Create your own cards[1] which players can create and vote upon to crowdsource creative ideas for the game
- We believe we can implement this with Django and React.js

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[1] 'Create your own' cards will be a stretch goal for our team