

Project Features list:

Document (as a bullet point list) the major FEATURES of your software application. Each features should have a TITLE followed by a brief DESCRIPTION of that feature.

- **Login:** User should be able to log into a webpage.
- **Uploading a target:** A special player called a “round starter” can take a picture of something, a “target”, and upload it to the webpage to start a round.
- **Displaying current round info:** Info about the current round (the target picture, the round starter, people who have already found the target, countdown of remaining time in the round, possibly a hint) should be shown.
- **Overall leaderboard:** A page that shows a table of all players’ scores, and sorted by highest score among all players who have a score.
- **Player stats profile:** A page to show another player’s (or own) score -- maybe my individual placements in rounds.
- **Post-round score update:** Player’s points get updated for “placing” in a round after it ends.
- **Transition to new round:** The round winner becomes the round starter next time.
- **Too difficult target is penalized:** If no one finds the target, the round starter might lose points.

Requirements:

Document the key FUNCTIONAL and NON-FUNCTIONAL requirements for a minimum of SIX features. Follow one of the formats/templates provided in class. Your application will likely have many more features, and you should create requirements documents for all the features. But for this milestone, you need only turn in SIX requirements documents.

- **Login:** As a player, I want to be able to log into a webpage so that I can play the game. *This will be implemented as an HTML form with username and password inputs (the password will be masked when inputted). When this is submitted, these fields will be sent to the backend and verified. On successful validation, this will redirect to the “current round info” page.*
- **Uploading a target:** As a player who is a “round starter”, I want to be able to take a picture of something, and upload it to the webpage, so that I can start a round of the game. *Image will be uploaded by the user via a file input in JavaScript to a backend which will store it or a reference to it in a database. This user will start a round by submitting the photo, with optional metadata (like a hint) by pressing a submit button.*
- **Displaying current round info:** As a player, I want to see info about the current round including the picture, who started this round, a countdown of remaining time in the round, and a mini-scoreboard showing people who have already found the pictured thing. I want to see this so I can know what round is taking place right now, if I still have time to play, and who posted the picture so I can guess what the picture is of. *The picture the “round starter” uploaded will be displayed, as well as the round starter’s*

name. The countdown will show the remaining time until the round's predefined ending, stored in a rounds.end_time column in a SQL database.

- **Overall leaderboard:** As a player, I want to be able to visit a page that shows a table of all players' scores, and sorted by highest score among all players who have a score. *This will take you to a page that displays a table of the top 10 players and their scores. This will be done with an HTML table. Each name in the table will have a hyperlink to the player's profile. The scores will be loaded from the backend via an API call, which will access the SQL database table for players (and their scores).*
- **Post-round score update:** As a player, I want to get my current number of points updated for "placing" in a round. *If a player finds the target, they will receive a certain number of points based on where they "placed" in the order of people who found it. Once the round ends, your score will automatically update. The score will also update if you win the round. If no one finds the image then the person who uploaded the image will lose points.*
- **Transition to new round:** As a winner of a round, I want to be able to become the round starter next time after the round ends. *The option to upload an image will be given to the winner of the previous round. If the winner does not want to take on this responsibility then the next candidate will be given the option to upload an image.*

Project Plan:

Create a Project Plan in your chosen Project Management tool. May be a GANTT chart, Kanban board, or other suitable format.

Project Plan	Feature	Finish Date	Assigned To
	Web Page with a Login	March 15th	Nick
	Uploading a Target	March 15th	Brian
	"I'm here!" Button	March 19th	Vamshi
	Score Update Logic	March 19th	Marlo
	Current Round Display Page	March 26th	Vamshi and Nick
	Overall Leader Board	March 26th	Lucas
	Player Stats Profile	March 26th	Marlo
	Transition to new round	March 31st	Brian
	Penalizing Players	March 31st	Lucas