Project Charter: Team 7

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Problem Statement:

Everybody gets bored sometimes and a simple, easy and fun way to solve that is by playing a game. We are planning on implementing a version of Pictionary. With the new recreation of this classic game, we hope to provide people with an entertaining way to connect with their friends and families.

Objectives:

To create a version of the game, Pictionary, in which one of the users (players) draws a randomly-selected word while the other players have to guess the word being drawn. We want the game to be multiplayer (between 2 and 5), and we want to allow the players to create their own set of words for use in their game session. Finally, we want the player to be able to export/save their drawings.

Stakeholders:

- Developers: Will Enright, Zhaoji Jiang, Adam Petty, Dingfu Sun, Thomas Worns
- Users: Anyone who wants to play pictionary with friends
- Investors: Anyone who would buy this software
- Testers: Anyone who tests this software

Deliverables:

1. Game can be played between 2-5 players.
2. A slideshow featuring all the correct guesses after each round.
3. Real time picture display to all users that will be guessing.
4. A set of words for the user to draw images of, both predefined and user-generated.
5. A server for multiplayer support, both random and party-based.
6. Desktop Java application that will run on Mac, Linux, Windows.