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 casual 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 (3 or more players) and to allow players to choose between different sets 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. Cross-platform desktop application.
2. Server for multiplayer support.
3. Playable online game with these essential features:
   a. Game can be played between 3 or more players.
   b. Real-time picture display of the artist's word clue drawings.
   c. Ability to send guesses and receive immediate feedback.
   d. Word sets of different difficulties for the user to draw.
   e. Slideshow featuring all the correct guesses after each game.