Team Name: concurrent_butt_kicking
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The Project

Our project is a party game where you get to shape the story with your own personal flair. The players are given a series of prompts to fill in scenes in a story. They will then answer the prompt in whatever way they think fits the bill, and wait for the others to fill theirs in. Next, the scene will play out with each of the player's answers. The players can then vote on who's scene was the funniest/best and that player will receive points depending on how many votes they get. At the end of the game the story is told in full, and the players can relive the best entries.

EX:
As the heroes leapt out of the closet, the villain turned around and shouted in surprise, _____.
<Players 1-4 enter answers>
----- Player 1 -----
As the heroes leapt out of the closet, the villain turned around and shouted in surprise, "Please don't touch my butt!"
----- Player 2 -----
As the heroes leapt out of the closet, the villain turned around and shouted in surprise, "Welcome to McDonald's, can I please take your order."
----- Player 3 -----
As the heroes leapt out of the closet, the villain turned around and shouted in surprise, "I knew the coat people would return with a vengeance!".
----- Player 4 -----
As the heroes leapt out of the closet, the villain turned around and shouted in surprise, "EEK!", and clutches his pearls.
Vote for the best scene!
<Players 1-4 vote here>
Voting:
Player 1: [] []   Player 2: :(
Player 3: []   Player 4: []

Player 1 wins! The story continues with their submission inserted into the story.
<Next prompt>

What's the minimum/maximum deliverable?

Minimum deliverable:
- Text based prompts and answers
- One story, uncustomizable
- Support for 4 players

Maximum deliverable:
- Multiple pre-programmed stories
- The ability for players to create their own stories
- Text, drawing, sound and video prompts
- Text-to-speech recitation of the story once it's been completed with the players answers
- Visual effects / images with each scene
- Support for up to 8 players

What's your first step?

We will explore data structures and algorithms to represent our game and the game state. We need to think of how we will represent/store stories, and how that information will be distributed to the players.

What's the biggest problem you foresee or question you need to answer to get started?

Figuring out how distributed python works. Ideally each player would play on their own machine and connect to a dedicated server on another machine, which actually runs the game.