Lexicomm | Functional Specification

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| **Application Information** | |
| Application Name | Lexicomm |
| Area | Web app |
| Spec Status |  |
| Project Location | <https://github.com/xylempalace/chat-room/tree/main> |

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| **Team** | |
| Frontend Devs | Jack Nieman |
|  | Domingo Morales |
| Backend Devs | Alex Knotwell |
|  | Nikolai Repin |

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| Revision Summary | | |
| Author | Date | Comments |
| Nikolai Repin | 01-Mar-24 | Initial Draft |
| Jack Nieman | 04-Apr-24 | Added Feature information |
| Domingo Morales | 19-Apr-24 | Added Images and better descriptions |
| Nikolai Repin | 04-Jun-24 | Minigame Info |

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2. ***Feature Information***

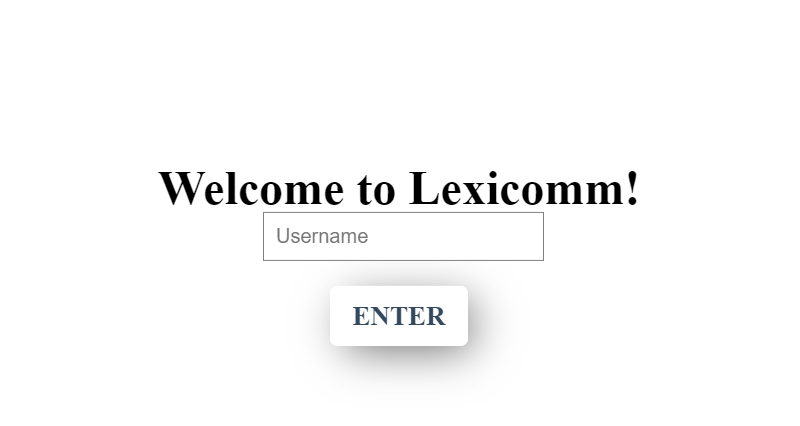
# **1 Application Description I**

1. **Behavioral Specification**

The Project is an online chat room where:

* Users can choose a username and customize their avatar.
* Wander around a small online world. Colliders should prevent players from walking off the map as well as be attached to trees, pillars, and walls to increase immersion.
* Chat with other users in a nearby vicinity.
* Play simple minigames with other players (Tic Tac Toe, Connect Four, Uno, etc.).
  + Players can create public rooms and private rooms for players to join.
  + Public rooms allow any other player to join by either clicking a join any button or by inputting the room code.
  + Private rooms are only accessible through the room code.
  + The owner of the room can start the game once there are enough players.
  + The owner can change the room from private to public or vice versa after creation.
  + Once the game has ended, all players can hit a rematch button and once all do so, the game resets and everyone plays again.

1. **UI Description**

* When the user connects to the website, they will be met with a screen prompting the user to select a username.
* Chat: After logging in, the user will gain access to a small chat bubble, which allows you to send and receive chat messages. (Labeled diagram below).
* The chat logs whenever a new user connects to or closes the site. A screenshot of a chat

  Description automatically generatedA cartoon of animals under a tree

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* Game World and Navigation:
  + While in game, you play as a little creature thing. By clicking anywhere on the screen, the creature will move towards the direction you clicked on.

A screenshot of a game

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* + The player will be able to move around and see trees and look down from the floating island at the clouds.

A cartoon animal on a map

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* Minigames:
  + Players will be able to find board games dotted around the game world allowing them to open a menu which allows them to either join a room or make a room.

A screenshot of a computer game

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* + If they decide to join a room, they will have the option to join any public room or join a room by its room code.

A screenshot of a computer

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* + Join code will cause a text box to appear into which the room code can be entered.

A screenshot of a computer

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* + Choosing to create a room instead will present the user with a toggle that switches between public and private mode as well as a create button to make the room.

A screenshot of a video game

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* + Once a user is in a room, they will be in a waiting room with the room code at the top. The owner/creator will be able to see a toggle to switch between public and private and once there are enough players, they will see a play button.

A screenshot of a game

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* + After the game has started all players will see the game and be able to play.

A screenshot of a video game

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* + Once the game is finished the players will see the result of the game as well as a rematch button that once everyone has clicked will restart the game.

A screenshot of a game

Description automatically generated

* Cosmetics:
  + Players will be able to toggle various cosmetics to customize their look using a small menu below the game view.

A screenshot of a game

Description automatically generated

1. **Other stuff**

* We also have a domain!  
    
  A screenshot of a computer

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