

WeDraw: Sprint 1

Team 314:

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Original Goals

1. Have a fully-working drawing canvas and guessing system.
2. Use AJAX to update paintings for the guesser every 5 seconds.
3. Build a time counter.

Original Goals and Accomplishment

1. Have a working drawing canvas. Painters can draw with different colors and different brush sizes, they are also able to clear the whole painting or erase part of it.
2. Build a guessing system that can select words for the painter and check the guessing result for the guesser.
3. A time counter that will count down from 60s to 0s

Progress and Problem

- 1. We didn't make our application real-time yet. We tried to use AJAX to update the painting for the guesser but it cost highly on our web server.
- 2. Pay a lot of time in web storage but it does not help for synchronizing.

Next Sprint

- 1. Use WebSockets to include real-time interactions
- 2. Build game rooms
- 3. Start a new turn when time is up.