

# WeDraw: Sprint 2

Team 314:

Can Liu

Yiran Zhou (product owner)

Yi Meng

# Original Goals

1. Real-time game interactions
2. Add game rooms (public & private)
3. Start a new turn when time is up
4. Embellish User Interface

# Accomplishments

1. Implemented real-time game interactions (canvas, score, words, etc.).
2. Created a game room model for public game rooms.
3. Player's role could switch when time is up.

# Problems

1. Delay of websocket between different browsers.
2. Cannot support more than two users in one game room.
3. Player's score won't be reset to zero when he joins a new game.

# Next Sprint

- More users can participate.
- Beautiful UI!
- Add more input validation in case of attacking.
- When game ends, show each player's score and show the winner.
- Add private game rooms
- Enrich backend support.
- Deploy WeDraw app online.