Title:
- "The Blober-dome, two blobs enter, one blob leaves"
- Something referencing Blob

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Project idea:
- "Something referencing Blob" is a web based, multiplayer video game built on javascript. On page load, the user will be prompted to join an existing game instance, or create their own. Once the game begins it is the players ultimate goal to knock the opposing player's blobs out of the arena. Once this is achieved,the standing Blob is declared the victor, and the option to play again/ quit is prompted to all players. Our goal with "Something referencing Blob" is to break out of the conventional video game controls by making all the movement functionality based on vocal recognition.

Task Breakdown:
- We will be separating our tasks by three main components: Game engine development, Voice recognition setup, and Server/Database/UI integration.
- Game Engine:
    - Search for a node.js library that will serve as our game engine.
    - Configure the game engine to accurately represent our vision.
    - Apply javascript logic functions to handle the game logic, ie: movement speed, collision effects, etc…
- Voice Recognition:
    - Search for a node.js library that will serve as our voice recognition to capture live audio and test it against our predefined keywords: "Up", "Down", "Left", "Right"
    - After check, pass key term to our game logic so the command can be evaluated
- Database/Server/UI:
    - Create user tables as such:
        - User1
            |___username
            |___password
            |___totalWins
            |___totalLoss

        - gameInstance
            |___totalPlayers
            |___stage
            |___player1
            |___player2

- Server:
    - Our serves will host our game engine so that multiple game instances can be played at the same time.The only thing that will be needed from the local browser will be sending the voice commands.
- UI
    - There will be a few different layouts used in this project

    - Front-page:
        - Displayed to the user will be a demo of gameplay, as well as instructions on how to play. Followed by a "Join Game" and "Host Game" button.
    - Create-game-page:
        - Displayed to the user will be drop downs and select options to modify the game, ie: number of players, chosen stage, stock amount, etc…
        - A button to post the game to the lobby.
    - Join-game-page:
        - Displayed to the user will be a table of all the posted games that can be joined. Apon choosing a game, displayed will be a waiting queue for other players to join, or for the game creator to start the match.
    - After the game is started, the game engine portion will take over, creating the game format.

User Story:
- As a player, I load onto the home page and read how to play the game. I then decide to join a game, and wait for the game create to start the match. Once the game begins I shout and scream to victory as my Blob slams against the opposing Blob and knocks him off the stage. I choose to play again, however my opponent leave because he can't handle the humiliation. I then decide to host my own game because I'm tired of playing with scrubs. I enable super speed because I am now pro. I player enters my game que. It's TheLegend27. I play it cool. The game starts and I begin to howl into my phone. My screams fall to deaf ears as my beloved Blob falls to his death. I quit game and log out. My journey is over.

Nice to Haves:
- Game Modifiers:
    - Allow the game creator to add game modifiers such as: super_speed, reverse_directions, change_stock_amount.
- Power-ups:
    - Allow the game to drop powers ups for the users to pick up. This power ups will grant special abilities to the user for a limited amount of time
    - Inversely, allow power debuffs.:

- Character Selection:
    - Allow the player to choose a unique Blob character to fight as.
- Extra Voice Commands:
    - Allow the user to use other voice commands such as "Jump" to jump over incoming Blobs, and "Block" to block an incoming Blob collision.