

Unexpected Clump

Release 1.0 Acceptance document

A list of user stories or usage scenarios that cover the functionality of your Release 1.0 product (which you claim are working)

- As a player, I can enter the username and room number to join the existing game room.
- As a player, I will have three sets of cards which is character, status, and equipment cards.
- As a player, I will be able to choose one from each set of cards.
- As a player, I will be able to submit the card of my choice to the judge.
- As a player, I will be able to argue with other players regard the winning condition.
- As a player, I will be able to exist the room.
- As a player, I will be able to hit continue button after judge select the winner.
- As a player, I will become a judge for next round if I win the current round.
- As a player, I will be able to view the rules.
- As a player, I will be able to clear the selection if I change my mind after I selected the cards before submit.
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- As a judge, I will be able to create a room with an username
- As a judge, I will be able to see each players' selection of cards after they submit.
- As a judge, I will be able to go back to refresh the page in case there are more people join or the current player haven't submit their cards yet.
- As a judge, I will be become a player for next round after I selected the current winner for this round.
- As a judge, I will be able to see the rules.
- As a judge, I will be able to pick who is the winner.

A list of known bugs and restrictions

As far as we observe, the only problem we have is when player click on the card, the very bottom part of the card expandable image was cut off. Even though it does not affect the overall looking of the app.

The following is not technically "bugs", rather something that we are planning to implement but did not accomplished.

The room will not be removed after the game, suppose to remove the room when judge exist the room, or removing the room after certain period of time.

We were planning to have a theme selection for the game.

We were planning to fix the issue that players can actually enter the room with same username.

Sprint reports

Sprint 1:

We designed the basic logic of the game. Including how are players and judge going to interact each other, types of cards to put in the database, winning condition, rounds of the game. and setting up the server and database for the game.

Brainstorming the ideas about the card creation.

Sprint 2:

We have a very simple playable prototype, which allows a judge and couple players to enter the room, and at this time, the webpage is just plain text based without any of the graphical looking, and judge swap was not implemented at this sprint as well. Many of the basic user stories are completed during this sprint

Sprint 3:

Implement the styles and some css, card size, and so far we have one image view ready to implement and to be tested, judge was able to pick who is the winner based on the user name of the players. And judge swap was done in this stage and we started testing the app to make sure the essential features are working good.

Sprint 4:

We are implement all the card images, add the expandable view of the card, fix some bugs such as the judge swapping stopped working after 2 rounds, and adjusted the card image to make it appear to be a right size ratio. And make the card description align on the grey part of the card background image so that people can read it clearly, we also make the judge to be able to see the selection of each players card so that they can judge better, etc.