CSCI 3308 Milestone 4

Team Number: 08
Team Name: Team T33am
Team Members: Sam Basile, Maya Greenstein, Zhanchao Yang, Max Page
Application Name: Draw Chat™

Project Features List
- **Drawing**
  Drawing on a canvas with a variety of colors with the ability to undo, redo, and clear the canvas. There is a drawing tool and an eraser. Chat input and box ready to be connected to a backend.
- **Sign On**
  Home page and sign on feature completed. Need to connect to nodejs to store usernames in the database.
- **Score Counter/Timer**
  Score function is complete based on time, a countdown timer is complete . Refreshing the page should not reset the timer, so it needs to change that. It need to store each player's time in the backend, store in (database)
- **Guessing**
  Guessing page completed that continuously takes in an image and displays it. This page includes a form where users can input their guesses. Upon submission of the form, the form will be reset. If the guess was incorrect, it will be added to a list of previous guesses below the form. If the guess is correct, the timer will be stopped and all users will be brought to a new page (specific page is dependent on their current role).

Architecture Diagram
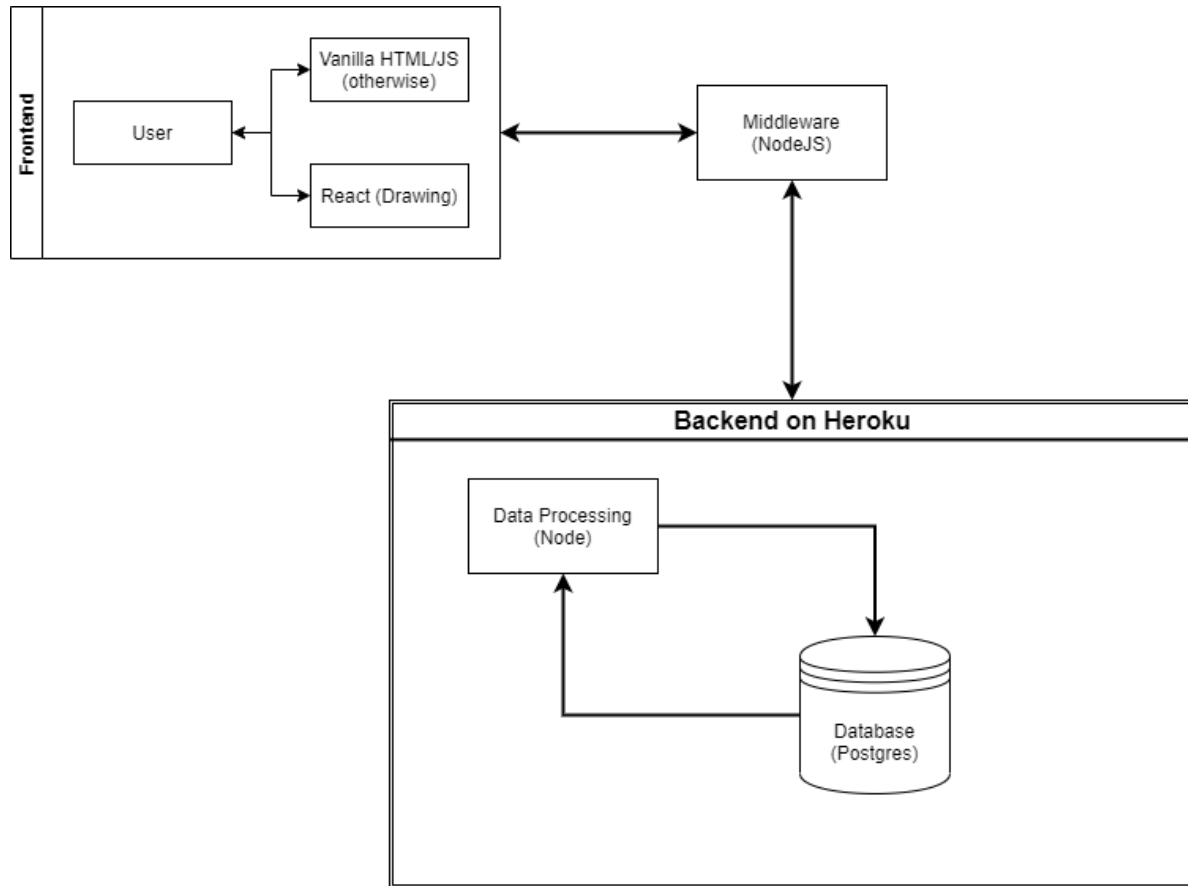
Front End Design

Welcome to...

Draw Chat

Start a game

Join a game

Help

Pick a Username

Type Name Here

Enter a Game Code

Type Code Here

Game Code:
1 2 3 4 5 6

Share this code to play Draw Chat with your friends!

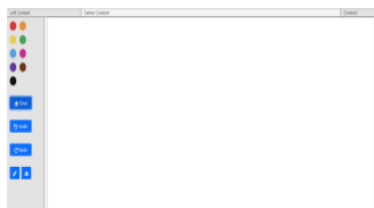User1   User3

User2

Start

Game Code:
1 2 3 4 5 6

Share this code to play Draw Chat with your friends!

User1   User3

User2

Begin Round 1

User1

Drawing

38

Type Guess Here

Guesses: plant, daisy

Correct, Good Job!

You Earned

820
Points

Round 1 Scores:

User1	0
User2	820
User3	560

Web Service Design

N/A - we will not be using an API for our application.

Database Design

GameCode

🔑 id INT
◇ userName VARCHAR(45)
◇ score INT

Displays

Drawn For

Image*GameCode*

◇ ImageBlob BLOB
◇ TimeStamp TIME
🔴 user_id INT
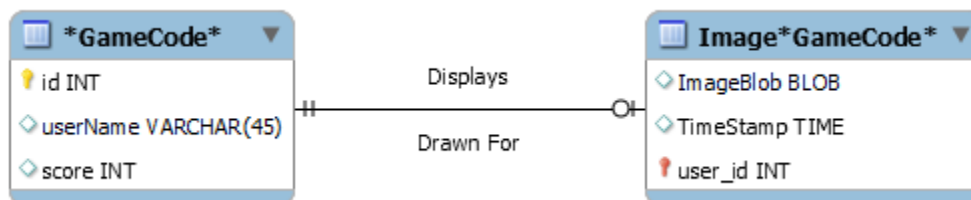
Challenges
1. Exporting SVGs at a steady rate, uploading to the database, and sending to the other users pages.
2. Adding timer and scoring to the other pages and saving scores dynamically in the database.
3. Saving SVGs in postgres database.

Challenge Mitigation
1. All of our challenges have been validated as feasible by TAs, so if we are unable to overcome them ourselves, we will get help from TAs

Individual Contributions

Name	Github commit link	Contributions
Maya Greenstein	[commit](#)	Completed wireframe design, helped with ER diagram
Sam Basile	All of the commits on the [canvas](#) branch. [One Commit.](#)	Drawing canvas, chat box/input, color picker
Max Page	https://github.com/sambasile10/TeamTT/tree/max	Database design, connecting functions design, preliminary sql
Zhanchao Yang	[link](#)	Preliminary challenge, ER diagram

Jira Link:

Team T33am
Software project

- Roadmap
- Backlog
- **Board**
- Reports
- Issues
- Code
- Project pages
- Add shortcut
- Project settings

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Milestone 5
Almost Done

MP MG SB ZY   Epic ∨

TO DO 4 ISSUES

Add timer and scoring function to pages

INTEGRATION

⬛ TT-50   MP

Connect home pages to guessing and drawing pages

INTEGRATION

⬛ TT-51   MG

Give 'start game' button functionality

BACKEND

⬛ TT-53

GET and POST functions for communicating data dynamically

⬛ TT-56   ZY

IN PROGRESS 3 ISSUES

Create game code page

FRONTEND

⬛ TT-52   MG

Function to store react SVGs in database and post guessing page

INTEGRATION

⬛ TT-55   SB

Create Game Code table for database

BACKEND

⬛ TT-54   MP

DONE ✓