CSCI 3308 Milestone 2

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

Project Features List
- **Drawing**
  Draw Chat will allow users to create drawings using the touchscreen on their phone or the cursor on their computer.
- **Messaging/Group Chat**
  Draw Chat games will be integrated with multiple users in a chat style interface where one user will be the 'drawer' and send their drawing to the others.
- **Single Sign On**
  Draw Chat will not support account based playing, but similar to Kahoot, each game will have a 'game code' and users will be able to join the game using the code and a temporary username.
- **Score Counter/Timer**
  Draw Chat will increment users' scores based on the time it takes them to guess the correct answer, or if they get it at all.
- **Guesser**
  When users input their guesses, Draw Chat will be able to know if they are correct or not and respond accordingly.

Requirements

ID	Requirement	Motivation	Verification
R1	Users shall be able to make drawings	This is an integral part of our basis: 'Pictionary	Join a group as a user and draw
R1.1	User shall be able to join a group and be assigned as a 'drawer'	The game should have a way to determine who is drawing	Join a group, check if 'drawer' designation is assigned
R1.2	User shall be able to draw until a correct guess is recorded or the timer runs out	The game should have an end	Run a game, test if drawing stops after a correct guess, and a timer ending
R2	Users shall be able to see groupmates drawings	Users should have some basis for their guesses	Join a group, see if a drawing appears
R3	Users shall be able to guess what is being drawn	This is an integral part of our basis: 'Pictionary	Join a group, enter a guess
R3.1	User shall be able to join a group and be assigned as a 'guesser'	The game should have a way to determine who is guessing	Join a group, check if 'guesser' designation is assigned
R3.2	User shall be able to guess until a correct guess is recorded or the timer runs out	The game needs a way to determine when to end	Run a game, test if guessing stops after a correct guess, or a timer ends
R4	Users shall be notified and rewarded when a guess is correct	Rewards and recognition make games more fun	Run a game, guess correctly and see if notifications and rewards are given
R4.1	Users shall be able to log into a profile	Users should be able to keep track of their gameplay	Try logging into a profile, see if past games are listed

Project Plan

Week:	10/4	10/11	10/18	10/25	11/1	11/8	11/15	11/22
Drawing								
Messaging								
Single Sign-On								
Score Counter/Timer								
Guesser								
Review/Test								

Developer for each feature:
- Drawing: Zhanchao Yang, Jordan Anderson, Max Page, Sam Basile
- Messaging: Jordan Anderson, Max Page
- Single Sign-On: Zhanchao Yang, Maya Greenstein
- Score/Timer: Sam Basile, Maya Greenstein
- Guessing: Jordan Anderson, Max page
- Review/Test: All hands on deck

Individual Contributions

Name	Github commit link	Contributions
Maya Greenstein	https://github.com/CU-CSCI-3308-Fall-2021/CSCI-3308-Fall21-015-08/commit/6ad9854c6eeccaacb66c8ea13b65c01e3cbe23ba	> Designed some of wireframe > Front-end and database research
Sam Basile	Diagram Commit Research Commit (all research, whole group did this)	Front-end design research Made a basic lifecycle diagram
Max Page	https://github.com/CU-CSCI-3308-Fall-2021/CSCI-3308-Fall21-015-08/commit/0ce589b56b2829b4be09e21557dd0b8c3e6d097c	Back end design research Requirements

Jordan Anderson		Back-end design research
Zhanchao Yang	https://github.com/CU-CSCI-3308-Fall-2021/CSCI-3308-Fall21-015-08/commit/885c3ccbb8356adcbf12ad038136355652b15c6d	Integration research

Wireframes and Design
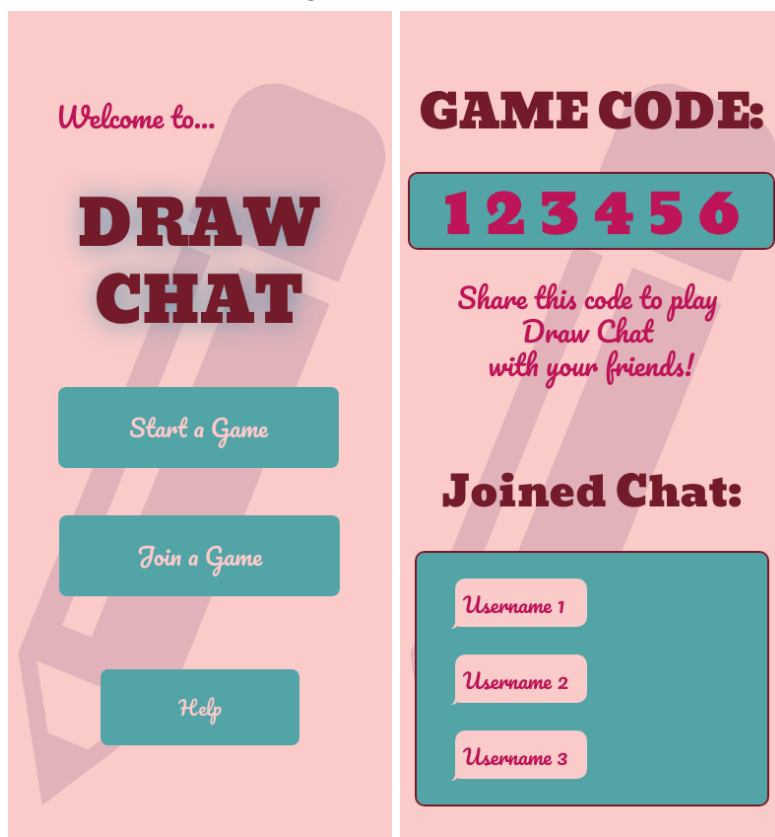
ENTER GAME CODE:

Type Code Here

PICK A USERNAME:

Type Name Here