

# **Electra**

## **Group 14**

**Per Almquist**

**Peter Andersson**

**Marcus Bergenlid**

**Victor Mangs**

**Ali Mosavian**

# Project Overview Document

## Who are the users and what problem does the system solve for them

Main users are people who needs a short break after working for a few hours or needs something fun to do after short periods of boredom. The users could be amateur painters or professionals with a will to compete with their art and to find people with similar interests. People with an interest in putting their artistic creativity out to the judgement of others should find this interesting.

We expect the users to be mainly men and women between 10 and 30 years of age. The average user are expected to use the system for short periods of time (5-20 minutes), several times a week. The system solves the problem of having nothing to do. They get an opportunity to express their creativity, under stress.

## The main uses of system (2 user narratives)

This is basically an online game with an additional community based sidetrack. There will be two playing modes; single and battle mode. The users paint pictures within a time limit and then their work is put up for review by other users of the site. There will be a voting system that decides who the winner is (in battle mode) or which picture is the most popular(in single-player mode). Each user will have a personal area (or profile, if you'd like) with an accompanying guestbook, where their status will be shown and other users can send private/public messages to this user.

A pause in their every day boredom. A break, discuss stuff with others that you seldom meet in other places. Paint pictures under time stress. Different kinds of competitions. Vote for other peoples pictures. Challenge others to paint pictures.

## User cases

High school student:

The bell rings at Green's high school. Jim and his friend makes their way to the computer room to try out the new hyped internet phenomenon. Jim finds a computer, sits down and opens internet explorer. He enters the page, checks if he's still at the top of the ranking list. It turns that Dan has surpassed him. Jim logs in, sees that Dan is online and decides to challenge Dan. He creates a game with 7% bet, random topic and a time limit of 30 seconds. He sends a challenge invitation to Dan. Dan accepts the challenge and the game starts. The random topic is "Clueless Dog". Jim starts drawing a dog chasing his own house using the number 2 pencil with red color. When there is 5 seconds left he realizes that he won't be able to finish drawing the house in time and quickly erases it using the eraser. The time runs out and Jim is somewhat discontent with what he created and gets nervous about what Dan has done. Both Jim and Dan's pictures comes up on the screen and now Jim gets a heavy feeling in his chest - Dan drew a beautiful dog with an obviously confused face. Jim then ask his friends to enter the page and vote for him. Jim then enter Dan's userpage and writes the comment "U're gonna loose, man :P ! 111!!1!". Afterwards he logs out and moves on to Facebook.

Receptionist:

Anne works in a reception at the Sköndik Hotel and she is just waiting for the time to pass. She reminds herself about the new internet game her friend introduced her to yesterday and decides to take a closer look. She logs in to her account and sees her personal page and a simple menu with a few links. She clicks on the "voting" link and discover that her friend just made a battle with someone, she clicks that link and two pictures appear. She want to vote for her friend but there are no names associated with the pictures so she votes for the one she finds more interesting. She gets inspired by her friend's battle and decides to practice a little before challenging someone. She navigates to the single player mode

and chooses new game. She now presented with two options, time limit and topic. She chooses 120 seconds from the drop down list next to where it says "Time limit" and chooses "All topics" in the drop down list of categories corresponding to "Topic". When she finished the drawing she verifies that the picture is on top of the page where others can rank the picture.

### **The context/environment in which the system is to be used**

Sitting in front of a computer at home, work or school (if you get some spare time). Surfing around the web. Could be played instead of watching TV.

### **The scope of the system**

<b>Topic</b>	<b>In</b>	<b>Out</b>
User need to log in	x	
Multi player game mode	x	
Single player game mode	x	
Hall of fame for best ranked pictures	x	
General forum		x
Highscore list	x	
User profile (homepage, inbox, status, rank, guestbook)	x	
Downloading pictures		x
Private messages	x	
Public messages		x
Uploading pictures		x
Private information about the user	x	
Hall of shame		x
Tools used when painting (pencil, bucket, eraser, colors)	x	
Uploading avatars for your profile	x	
Buy extra painting tool for points to be used in single player mode	x	
Buy extra painting tool for points to be used in multi player mode		x
Personal gallery	x	
Battle	x	
Portrait (Avatar)	x	
Image recognition		x
Bot detection system		x
Several different multi player modes		x

### **The main factors that need to be taken in to account when designing and building the system**

- Graphical Interface.
- Synchronizing competitors.
- How to vote.
- How to calculate the rankings.
- Tutorials for new users?
- How to save pictures (user created, within a competition, gallery, owner of the pictures)
- Where to save. (Server?)

- How to handle pictures, chat.
- How to paint? In real-time with all others knowing.
- Database design.
- The login mechanism.

## **Technologies and Risks**

One risk with all the technologies below is that someone in the group may not be familiar with the technology.

### **Server side Technologies**

The server side application will be written in the Java programming language using the J2EE API. We will use Tomcat as web server.

### **Client side Technologies**

The painting feature will be written in Flash.

### **Development tools**

We will use NetBeans as the Java editor.

SVN will be used to handle version control.