Team Number: Team 15
Group Members: (names removed)

Application Name: 1000 cards
Application Type: Game

General Description:
A customizable card game (really a card game framework).

There are increasingly a number of popular social card games, but few have made it to the app store. Two popular examples are Cards Against Humanity and its SFW little brother Apples to Apples. These are games that have enjoyed large popularity, arguably centered around people finding the creators’ in-jokes being funny. What if there was a game that allowed you to use your own in-jokes instead of other people’s? Or better yet, what if there was a game that, when you found yourself growing bored with the game while playing it, allowed you to change how the game was played in the middle of playing it.

It may be easier to think of 1000 cards as a framework rather than a game. There are no predetermined win conditions, or even cards at all. The players are given a blank deck of cards, and then can create their own cards or take ones made publically available online and add them to the deck. In this way the players can tailor the game to their own interests, share humor that is relevant to current events, and even make cards that have real life effects. Much of the humor in-game stems from the fact that taking a real life person or thing, drawing it, and giving it a game mechanic is usually inherently funny. Also, since the game is what people make of it, it isn’t limited to the app screen itself. Users can make cards that require doing something IRL, and then another player would have to take a photo or video of them doing that thing (it worth noting that nothing is forcing them to take any game-defined action, in case a player creates a card that makes them uncomfortable). Since the only standards are self-imposed, users can take the games in any directions they like.

There are few rules at all. Play takes place over time periods (typically 24 - 48 hrs, but this is user defined) known as Rounds. There are three decks in play, the draw pile, the discard pile, and the blank pile. The draw deck has cards that have been already made. Players can draw one card per Round from the draw deck. The user can take up to two cards from the blank deck and create new cards with them per Round. Once they have created these new cards, they are shuffled into the draw deck. Used cards go into the discard pile. Once per Round users can remove the top card in the discard pile. Used cards go into the discard pile. Once per Round users can remove the top card in the discard pile from the game.

Feature List:
- Loading screen - When the app is loading, this screen will appear.
- Login - Users can sign-up/login using their email, or Google or Facebook accounts.
- Settings - Change account information, delete account, turn on/off notifications, turn off default rules
- Home Page - This page will show all of the user’s current games.
• Navigation UI - This will allow users to move from the user’s current games in the home page to their settings page, saved decks, and local decks that they can save and play with.
• Cards - This features allows users to create cards that have an image/drawing and text.
• Decks - This feature allows users to create decks of cards that can be stored locally or uploaded publically. Users can also access and save decks created by other users for their own personal use.
• Online - Friends can play this game over the internet.
• Custom Rules - Users can choose between predefined rules or making their own.
• Messaging - This feature is a messaging system that allows users to send text, image, and/or video (stretch goal). It would also include a button to verify that a player met a goal.

Target Audience:
Our target audience are people, both men and women, of ages 6 and older who are creative and enjoy playing games, but would prefer to play a customized game that is tailored to their own preferences and their own lives. These people are not completely satisfied with the games currently in the app store. These people are innovative and want to be able to create a simple game without having to code it themselves. These people must have phones and must be at least partially literate. These people will be drawn to this app if they are creative, love playing games, want to customize their own games, and are potentially bored with the games they're currently playing. This is our target audience for several reasons:
• This game is open-ended, so anybody can use it.
• This app can be used by creative people who just want to create and play their own games, and it can also be used by people who just want to play new games that other people have created.
• We determined that children usually become literate around age 6, and we think that users should be at least partially literate in order to play this game, since the cards may include text. If they are not literate, then they can always use pictures in their cards instead, which we determined 6 year olds and older would be able to understand picture games.
• Anybody who has access to a phone and is able to play a game can use this app.

Development Plan:
• Alpha 3/27:
  ○ Loading screen
  ○ Login page
  ○ Home page that shows user’s current games
  ○ Instructions and Description page
  ○ Basic UI of Navigation sidebar
  ○ Card UI of Navigation sidebar
• Beta 4/10:
  ○ Functionality of navigation sidebar that leads to settings, home page (current games), saved deck, and local decks you can use
- Settings page

- Final 4/29:
  - Functionality of saved decks
  - Functionality of local decks
  - Stretch goals:
    - Card creation with drawing
    - Messenger feature
    - Tags: Card text that may affect the rules (i.e. text that says “draw two cards” would affect the rules since the default rules would involve a user drawing one card per turn and then switching to the next user).
    - Card Types: This would allow more options for interacting with tags. Also would allow cards to be played on a certain player, or on the game itself (for example, a card that became a new rule).
    - Zones: this would allow cards to have a lingering effect either on a player or on the game itself.
    - Voting: Allows players to vote on various things in game.
    - Win Conditions: User decide beforehand whether players win by points, by vote, or by fulfilling agendas (a card type that stays in play and has some requirement to fulfill it).