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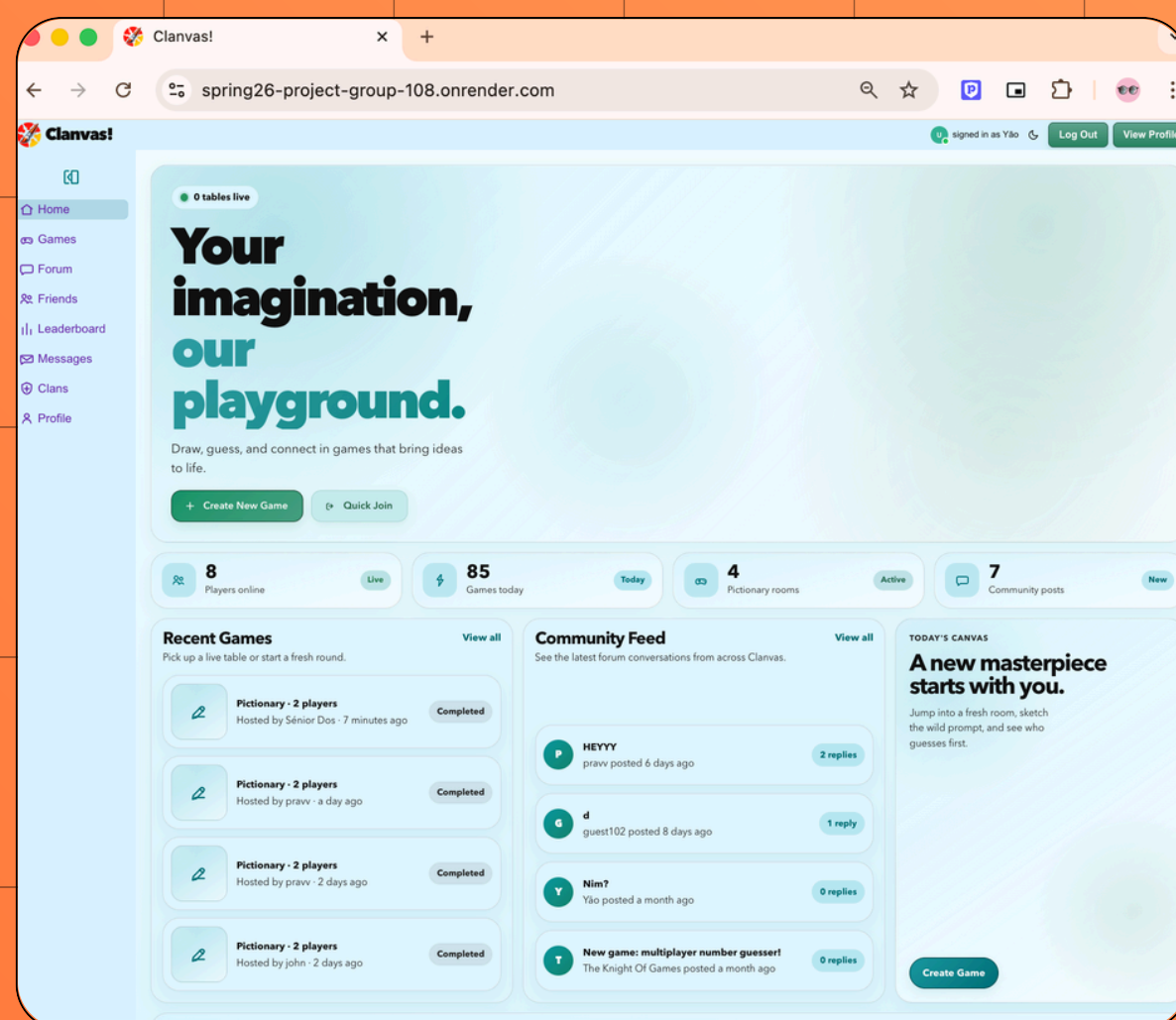
## TECH STACK

### Backend

- Socket.io
- Mongoose schemas
- Cloudflare R2 database for avatar uploads
- Google OAuth for SSO
- CI/CD hosted on Render
- GameLock for protecting from race conditions

### Frontend

- Pictionary Websocket Canvas
- Accessibility ARIA - labels
- React - UI for home page/pictionary



## USER EXPERIENCE

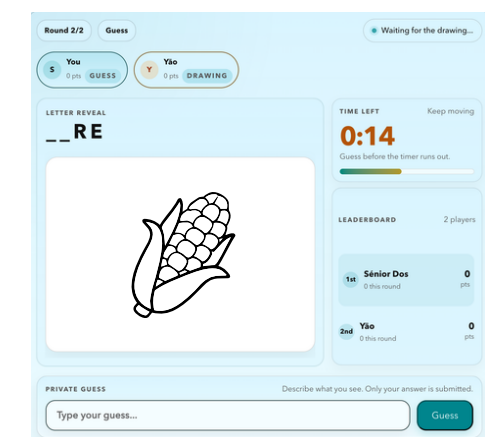
- Clanvas provides functionality for users to select between various preset themes (each with their own dark and light mode).
- Users can create their own custom theme to accommodate any color-blindness or vision impairment, and also adjust font size as needed.
- Clanvas allows users to link with Google OAuth for single sign-on, allowing easy and secure log in.
- Clanvas is completely tab-navigatable for accessibility purposes

## SOCIAL FEATURES

- Clanvas allows users to send friend requests, message and even form clans with other users on the website.
- Users can play against other clans and battle for Elo, where they can show off that their team is the best!
- Clanvas features per-game leaderboards for both solo/individual users and overall Elo ranking for each clan!

## PICTIONARY

- With the clans, Canvas users can play individual, team or clan based pictionary.
- Players can send challenges to other clans and select word difficulties as well as time and the number of rounds.
- Players take turns to draw and guess within a set time frame and see scores every round.



## FUTURE WORK

While we were able to implement all the desirables and essentials from our plan, improvements could include the following :-

- Nudging a user that they're close when they guess something close to the actual answer in pictionary.
- Fixing the UI for accessing games and adding functionality like sorting the games by user, game type etc.
- Make the leaderboard worth points that can be redeemed for status, avatars etc.
- Add custom word banks to pictionary to make it more interesting.