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**計算機科學及工程學系**

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**DevTour**

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1. INTRODUCTION
   1. Project Overview

The project, named “DevTour”, aims to build a platform for students, especially programming beginners, to play mini games to experience as a developer and to communicate with each other. Users can log in their accounts and continue to play in their original game archive, and also leave their own comments and walkthroughs in the chat board. Our vision is to let users, especially novices in programming, understand the experience of being a software developer and engineer through the story of the game, and to create a platform for beginners and masters to communicate and discuss.

The development cycle of the whole project is about three months, and the developers include CHANG, Chirui, DING Baizeng, LYU An and YU Yue. We will use web-based access client-server architecture to implement the project, which may involve front and end technologies, such as HTML5, CSS3 jQuery, Ajax, Node.js, ReactJS, MongoDB and so on.

This report provides high-level descriptions on some functionalities, features and architectural designs. It also introduces the project background, architecture diagrams and brief descriptions of some key components of the system.

* 1. Objective

The overall goal of the project is to build a multi-functional network platform for the majority of programming developers, which integrates game playing, entertainment, career planning and social interaction. We find that most computer science students or beginner programmers are unable to map out their career plans clearly, and it is difficult to find mentoring opportunities and guidance with experienced developers, therefore, “DevTour” aims to provide such a platform.

* 1. Expected Customers and Market

The main target customers of “DevTour” are the programming beginners and students, especially those major is related to computer science and engineering.

* 1. System Features

1. BACKGROUD
2. SPECIFICATION
3. SYSTEM ARCHITECTURE