Kitty War
Project Release Plan

It is a card game app that players choose their representing cat cards and battle against each other.
Our goal is to build an online game that players can play with others via the internet.

Kitty War Game Rule

1. Each player should select one kind of cat card to represent. And each player has 10 chips(represent as favorability) at the beginning.
2. Each round, every player has to choose 2 card to show at the same time based on the card combinations. One card is the function card, and the other one is the target you choose
3. Victory condition: If all the opponents lose their chips, the one who survived is the winner; If someone gets 20 chips at first, he/she wins.

User stories

Sprint 1: [web]website for registration, [server]user database, [iPhone]iPhone app interface and partial animations
Sprint 2: [server]algorithms, including game rules, match matching algorithms and etc and APIs for iPhone app, [iPhone]use created APIs on client side to send and receive data
Sprint 3: [server + iPhone]make the game playable, [iPhone]polish the game

Architecture

Web application for registration, iPhone App for playing games, server for storing data and algorithms

Challenges / Risks

1. animation effects
2. server compatibility
3. distribution issues

Technology
1. Web application: HTML/ CSS/ Javascript
2. Server: PHP MySQL
3. iPhone App: Swift, Xcode