Team Number: 105-1

Team Name: Swönky Creatures

Team Members:
- Anton Machkasov
- Kelley Kelley
- Ryan McGarvey
- Alex Southard
- Aryan Regmi
- Nathan Jones

Application Name: The Mysterious Diary

Application Description: The application will be a text based rpg game. Users will be able to save and retrieve their progress from a database. The application will have login functionality implemented as well. It will be an offline game run locally.

First you will create a character from a few provided classes. The classes will provide you with basic stats that different between each character, and different starting items. The purpose of the game is to escape the mansion. You will have a diary that will keep track of your progress and will be how you access your inventory. The diary will also recap from wherever you left off last time. You will have to fight monsters and collect items to help you escape. Text will describe everything along with maybe a few images to help visualize what is going on. Within the plot there will also be a lot of interactions that make you question reality and the meaning of different phenomena, real or unreal.

Vision Statement:
To create an entertaining experience while learning the fundamentals of Software Development

Version Control:
(all are public repos; every team member has edit access)
- Logs: https://github.com/antonm1/CSCI3308_105-1_Logs/
- Milestones: https://github.com/777aker/3308-milestones.git
- Main Project: https://github.com/RCMcGarvey/CSCI3308_Project.git

Development Method: We are going to use the Agile method with influences from feng shui's methodology of balance between different elements. To use agile we will make the text based game level by level. For example, first we will make the starting screen and make sure it works, then move onto the first room, and so on so forth until we reach the end. We are dividing the development into chunks.

Process:
-Input/output (how we display text and take in text)
    -Parse text (to be able to understand both: "Move forward" and "go forward")

-Character creation
-Introduction level/phase (you are in the mansion)
-Final level/ending (implement some decision)
-Database (keep track of where the player is, allow them to download from anywhere, load levels to user)
-Fill with levels (perhaps implemented as floors in the mansion)

Each "level" is a collection of a few rooms. Each room has a general description

Communication Plan: Other than our weekly meetings, we wˆill be using GroupMe for all team communications. We will also upload any relevant code to the respective Github repos

Proposed Architecture Plan:
-Local based running in C++
-Will start with linux based
-Using SQLAPI++ for database access through C++
-The front end is the terminal--the C++ program will handle all communications between layers

Meeting Plan: We have weekly face-to-face meetings on Fridays at 16:30 until 18:30 in the Engineering Center Lobby.