

# Project Vegas - PIP

## Proposal

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Create a cross platform, multiplayer card game engine which allows players to play both Crazy Eights & Hearts. The games will be playable in a player versus player and a player vs A.I. scenario. The project will implement a client side GUI through wxwidgets as well as server side request handling.

## Members and Roles

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- **David Browning:**
  - Documentation
  - Testing
  - Game Development
- **Scott Heinrich:**
  - Infrastructure
  - Server programming
  - Game Development
- **Adam Tew:**
  - Project Manager
  - Game Development
- **Matt Warenski:**
  - GUI design
  - Game Development

## Schedule

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### Timeline

September

Group Work	9/3	9/10	9/17	9/24
		PIP completed	User Interactions and Gameplay	System Requirements

October

Member	10/1	10/8	10/15	10/22	10/29
Dave			Client - Server Communication		
Scott					Simple Gameplay
Adam			Client - Server Communication		
Matt					Simple Gameplay
	High Level Design complete		Request for proposal		

November

Member	11/5	11/12	11/19	11/26
Dave	GUI Complete		Tested	Project Vegas Complete.
Scott	GUI Complete		Tested	Project Vegas Complete.
Adam	GUI Complete		Tested	Project Vegas Complete.
Matt	GUI Complete		Tested	Project Vegas Complete.

Risk Analysis

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Risk	Likelihood	Severity	Consequences	Mitigation
Team Member Unavailable	Likely	Medium (6)	Grade Cut	Bad Reviews
Data Loss	Unlikely	High (8)	Time Loss	Github/Version Control
Requirement Changes	Highly Likely	Medium (5)	Time Loss	Generic Code
Unmet Deadlines	Somewhat Likely	Medium (5)	Grade Cut/Further Delays	Time Management ( <a href="#">Trello</a> )
Learning Curve	Highly Likely	Medium (6)	Time Loss	Communication ( <a href="#">Slack</a> )