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| |  |  |  | | --- | --- | --- | | **Credit Hours System**  **CMPN402**  **Machine Intelligence**  **Spring 2019** |  | **Cairo University Faculty of Engineering** | |
| Wehrmacht Team |
| Scrabble Game |
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| **C:\Users\ahmed\Downloads\Logo.png**  **Project Supervisor**  Prof. Dr. Nevin Darwish Computer Engineering Department |

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| **Authors** Mustafa Mufeed  Abeer Mohammed  **Project Leaders** Ahmed Salem Elhady  Mina Ashraf Louis |

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Introduction:

Team work is the most important aspect in any project that exist nowadays; it helps in easing the work load of everyone in the team and producing an acceptable quality product which is the most important goal of the team. Adding to that, the team’s name impact on our customer affects the product itself and the place it takes in the customer’s mind.

This report aims to document and explain our team’s name choice, as well as introducing our team members and the subgroups of the project.

Team Name Background:

The German term "Wehrmacht" stems from the compound word of German: *wehren*, "to defend" and *Macht*, "power and force". It has been used to describe The Frankfurt Constitution of 1849 designated all German military forces as the "German Wehrmacht", consisting of the *Seemacht* (*sea force*) and the *Landmacht* (*land force*). From 1919, Germany's national defense force was known as the *Reichswehr*, a name that was dropped in favor of Wehrmacht on 21 May 1935.

*Wehrmacht*, a modern offensively-capable armed force. Fulfilling the German regime's long-term goals of regaining lost territory as well as gaining new territory and dominating its neighbors. This required the reinstatement of conscription, and massive investment and spending on the armaments industry.

During the war about 18 million men served in the Wehrmacht. By the time the war ended in Europe in May 1945, German forces had lost all its power which includes the Wehrmacht forces.

Our reason for choosing this name is that we want to rewrite the history and establishing the Wehrmacht victory again by establishing our knowledge and tactics in designing the best scrabble game and defeat our opponents.

Team Division:

After deciding the team name, it was important to establish the subgroups of the team that will handle each part of the project requirements in order to achieve the desired outcome and dividing the work load between everyone in the team. Adding to that, giving each member the ability to learn and experience new type of designing/programming skills.

The following positions and responsibilities where given to each person mentioned after careful planning and discussing among the team members:

**Team Leader:**

* Ahmed Salem Muhammed Elhady

**Co-Leader:**

* Mina Ashraf Louis

**Research Team:**

* Omar Osama Saleh
* Mostafa Ashraf Moharram

**Integration Team:**

* Mostafa Abdelgawad Mohammed
* Nourhan Elsayed

**GUI Team:**

* Ahmed Mohamed Salah Eldein
* Mahmoud Mohamed Morsy

**Communication and Testing Team:**

* Ahmed Hussein Fekry
* Mohamed Anwar
* Omar Yousry

**Documentation and Formalization Team:**

* Mostafa Mufeed
* Abeer Mohammed

**Implementation Team:**

* Amr Khaled
* Wael Ashraf
* Seif Eldien Adel
* Ali Ahmed Mostafa
* Seif Eldin Tarek
* Andrew Baher Georgy
* Yahia Mohamed Yahia
* Mohamed Bassel Mohamed

Conclusion:

As mentioned throughout this report, we want to establish the Wehrmacht victory again by establishing our programming knowledge and problem-solving skills in designing the best possible scrabble game and defeat our opponents. So, our team was born and we are considering in taking the first place among all our competitors.

References:

* Team name Background Information, *Collected From****:*Taylor, Telford (1995). Sword and Swastika: Generals and Nazis in the Third Reich. New York: Barnes & Noble.**[**ISBN**](https://en.wikipedia.org/wiki/International_Standard_Book_Number)[**978-1-56619-746-5**](https://en.wikipedia.org/wiki/Special:BookSources/978-1-56619-746-5)