

Project Plan

1. Scope Statement

Summary : Create a tower defense game in a web application format, using C# for back end web deployment and Javascript (React) for the front end.

Functionality : Over an internet connection, a player will access the game. The game will feature enemies walking towards a goal which players will defend with drag-and-drop towers that will fire projectiles at these enemies.

There will be one player, but high scores will be kept in a leaderboard. There will not be a computer player as such, but there will be enemies that move in predefined paths toward a target that the player must defend.

Languages : Javascript (React) , C#, SQL

Features : Drag-and-drop towers

Endless levels

High-score leaderboard

A graphical interface will be used as this is a game meant to be played in a web browser.

2. Org Chart

Nick Baumeyer – Project lead, back-end development, testing

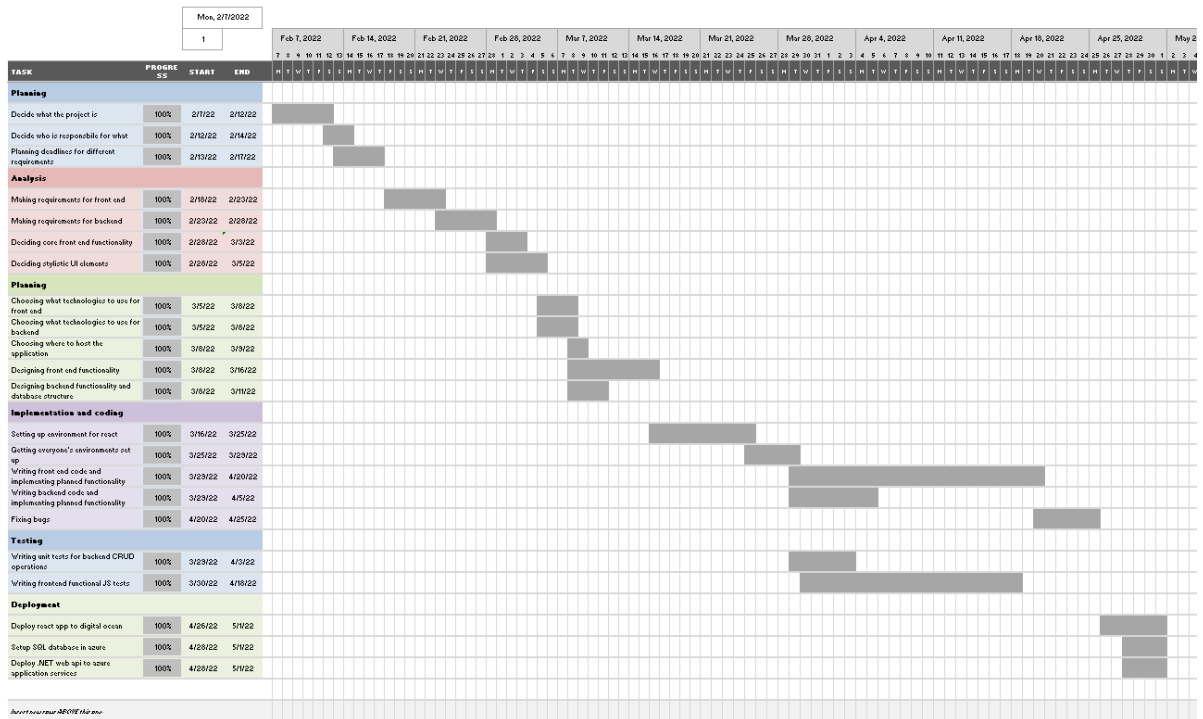
Stephen Miller – Front end-development, testing

Alec Price – Front end-development, testing

Will Yount – Documentation, front-end development, testing

3. Gantt Chart

Capstone Project



(I know it's hard to see in one screenshot, here is a link

<https://drive.google.com/file/d/1dIIA8763-uqv5qLxzamBt5JAGiag9anM/view?usp=sharing>)

A copy will also be included with the project documentation.

4. Tools and Standards

Languages – Javascript, HTML, CSS, C#, SQL,

IDEs – VS Code, Visual Studio, GitHub, SQL Server Management Studio

Frameworks and Technologies - React, Azure, Digital Ocean, .NET Core

Standards :

5. Configuration Management Plan

Github will be used to track versions of the program.

Version History

0.1 : basic framework with Login Page, Game Page, Score Page, Home Page

0.2 : Game Board implemented

- 0.3 : Basic Enemy implemented
- 0.4 : Basic Tower implemented
- 0.5 : Tower projectile implemented
- 0.6 : First game logic, enemy logic – player can now lose the game
- 0.7 : Money implemented, drag-and-drop functionality
- 0.8 : All towers and enemies implemented
- 0.9: Music and timer added
- 1.0 : release version
- 1.1 Bug fixes and balancing
- 1.2 Bug fixes and balancing
- 1.3 Implementation of End Game button, bug fixes and balancing