**Project Proposal 4/5/16**

**Team Name:** MTMA Gaming

**Project Chosen:** Own Idea

**Team Members**

**Names Linux ID**

Mike Driesen - mad039 (Scrum Master)

Taylor Milliman- twm013 (Team Member)

Allan La - al037 (Project Owner)

Mike DiDomenico md055 (Team Badass)

**Project Description:**

An entertaining yet classic genre of gaming that has evolved rapidly over the past few years is zombie shooter. The game style sounds rudimentary and basic, but there can be a surprising level of detail and complexity involved. Our goal, as a team, is to combine our past experiences with this style of gaming to create a final product that is not only fun to play, but fun to build.

In addition, we felt that a basic shooter game wasn’t sufficient for the depth of a final project, so we decided to make the game task based. The bottom line: We want to create a zombie shooter game where the user completes a certain task, with the intention of gaining points or experience, which can be used to upgrade the character.

**Strengths and Weaknesses:**

**Mike Driesen**

Strengths: I excel at managing large projects in addition to organization and planning. I also have graphic design experience and can work to develop an attractive and intuitive user interface. Also Formatting.

Weaknesses: I have difficulty applying some of the programming concepts taught in lecture, and am not as quick to develop solutions for some problems encountered when coding.

**Taylor Milliman**

Strengths: I believe that I am best at back-end programming as well planning out a good object oriented design.

Weaknesses: I sometimes try to rush through the researching aspect of projects and tend to start coding before I fully understand the problem/the entirety of what I have just read online.

**Allan La**

Strengths: I like to believe I am good with the technical aspect of coding such as

problem solving. I also like to think that I am good with researching, and using the research to implement my own code on a problem.

Weakness: Currently is I do not know anything about how to incorporate graphics in Java and my GUI building skills aren’t as strong. I definitely need to work on making code more cohesive and readable as well.

**Mike DiDomenico:**

Strengths: I like to develop functional code and GUI, and am good at keeping up with documentation, including Java docs and comments.

Weaknesses: Sometimes my code is not as readable and organized as it could be, and should be structured differently. I also have trouble designing test functions, and I often wind up testing the functions I write by running the main method.

**Git Repository URL**

https://gitlab.bucknell.edu/twm013/csci205FinalProject/