Team Number: 13-2
Team Name: Certified Lover Boys
Team Members: Nicholas Mason, Freddy Rodriguez, Henock Zemenfes, Peter Lee, Jawad Aleid, Matthew Cadol

Application Name: Gangsterz
Description: We are creating an online web based game that allows for users to connect to our application via browser and play with their friends. We are using inspiration from the .io generation of multiplayer web games and looking to develop games in a similar fashion in how these games were created.

      Our application will be a text based interactive game that will have our users make hard decisions and create unique situations for every play through their experience. Our website will be designed for users to be able to quickly and easily find games to connect with their friends with an easy to understand interface. We will have other features such as a tutorial, usernames to identify users, server hosting to connect other users, etc. Gangsterz is an experience made for friends to connect with each other and have fun online.

Vision Statement:
- For gamers who want to play online with friends
- Gangsterz is a multiplayer game that lets people play games that require everyone to be physically present.
- Unlike typical party games, our product can be played online, allowing people to play from different locations.

Version Control: https://github.com/CU-CSCI-3308-Fall-2021/Lab3_013-02

Development Method: The development method that will be used will be a mix of the waterfall and agile methodology. We will use the waterfall guideline to develop a basic model of the game, then implement an agile based guideline to add additional features such as online play and user interface.

- Project Management Tool:
  https://csci-3308-fall21-013-02.atlassian.net/jira/software/projects/CLB/boards/1/roadmap
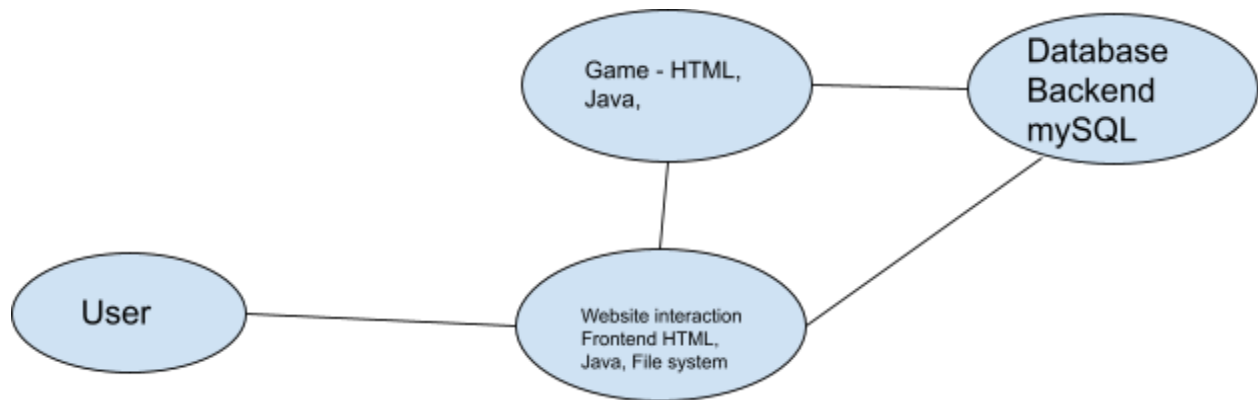
Communication Plan: Our team is using a Discord server as our main method of communication. It has a text chat that we can use when we need to communicate with each other at any time, and it is also where we have our weekly team meetings. We are also using Google Docs to collaborate and see what the other team members are working on.

Meeting Plan:
Team Meeting - Mondays 7-9pm on Discord (remote voice/video meeting)
TA Meeting - Tuesdays 1:30-1:45pm, https://cuboulder.zoom.us/j/96379343498

Proposed Architecture Plan: mySQL for database work such as leaderboards, NodeJs to connect our database with our website, HTML/css for the website

Game - HTML, Java,

Database Backend mySQL

User

Website interaction Frontend HTML, Java, File system

Use Case Diagram:

tutorial

Local

Menu

Play

Online

LeaderBoard