

Project Milestone 2

Key Features:

- Hosting
 - Server side hosting for people to connect with other friends through the user's own browser.
- Game
 - HTML5 and JS to run the game.
 - A twist on the Mafia game
- Interface
 - HTML5, CSS, Bootstrap, and JS to run the interface and menus
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- Database
 - MySQL (back-end) for database work for user ids and accounts.
- Assets
 - Images and animations for user experience

Requirements:

- <https://csci-3308-fall21-013-02.atlassian.net/jira/software/projects/CLB/boards/1/backlog>

Project Plan:

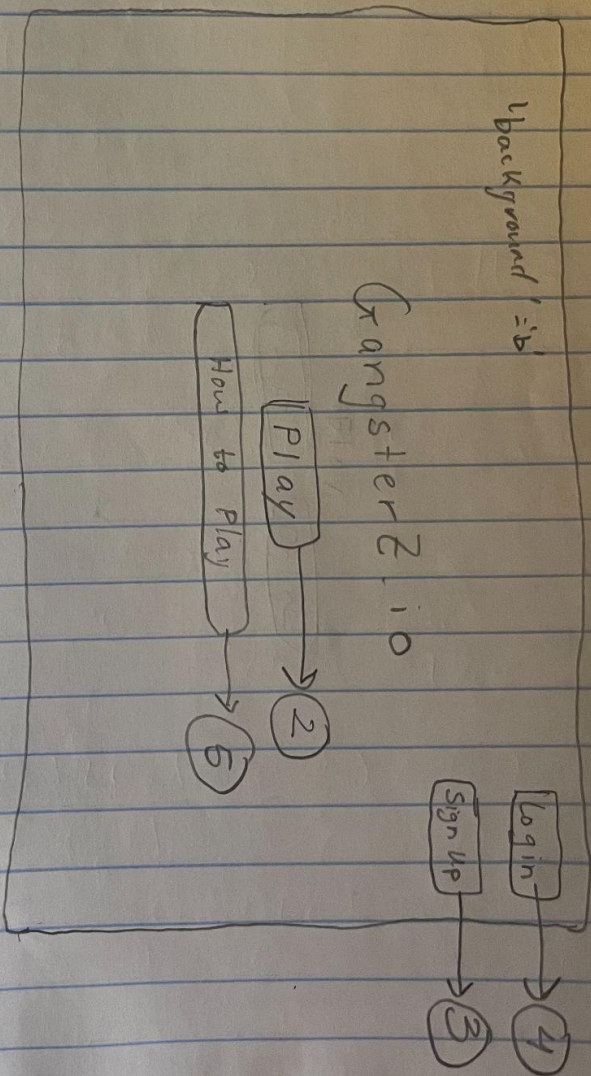
- Create project plan
 - Should include each feature
 - show when it'll be completed and by who
 - Sequence of sprints

Wireframes & Design:

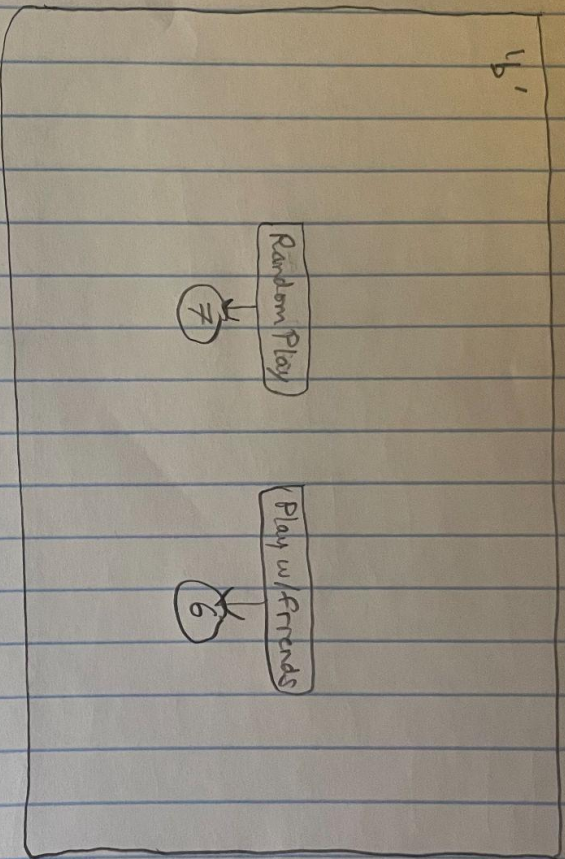
Website Design:

- Set a template for a user interface
 - Template should be fully implemented
- Account sign-in/creation

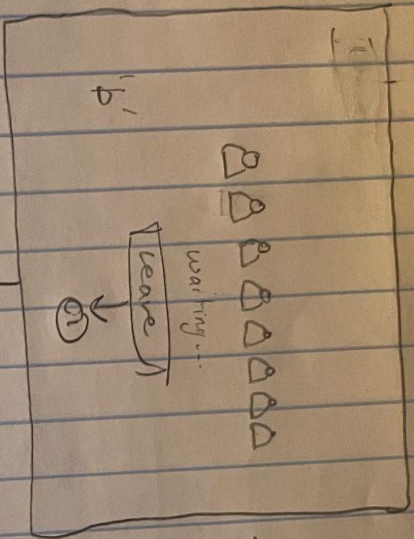
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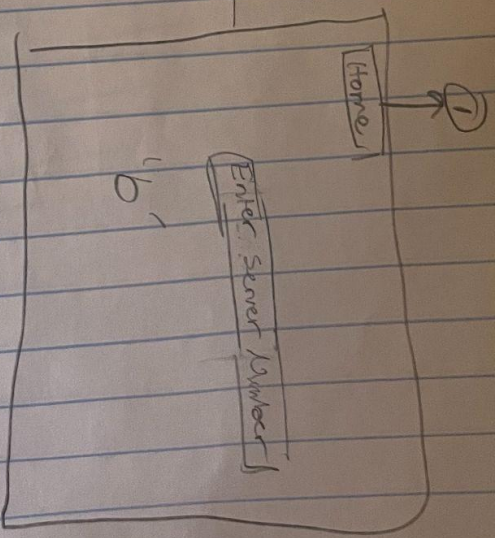
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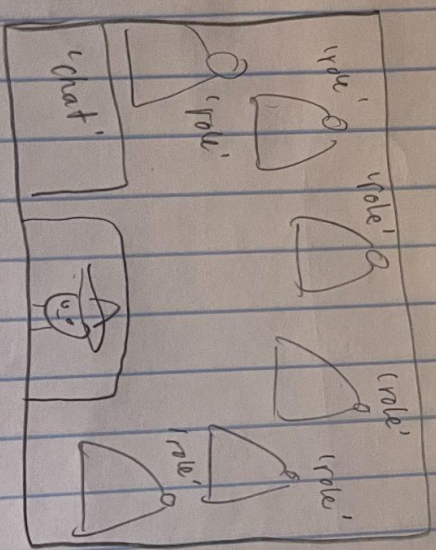
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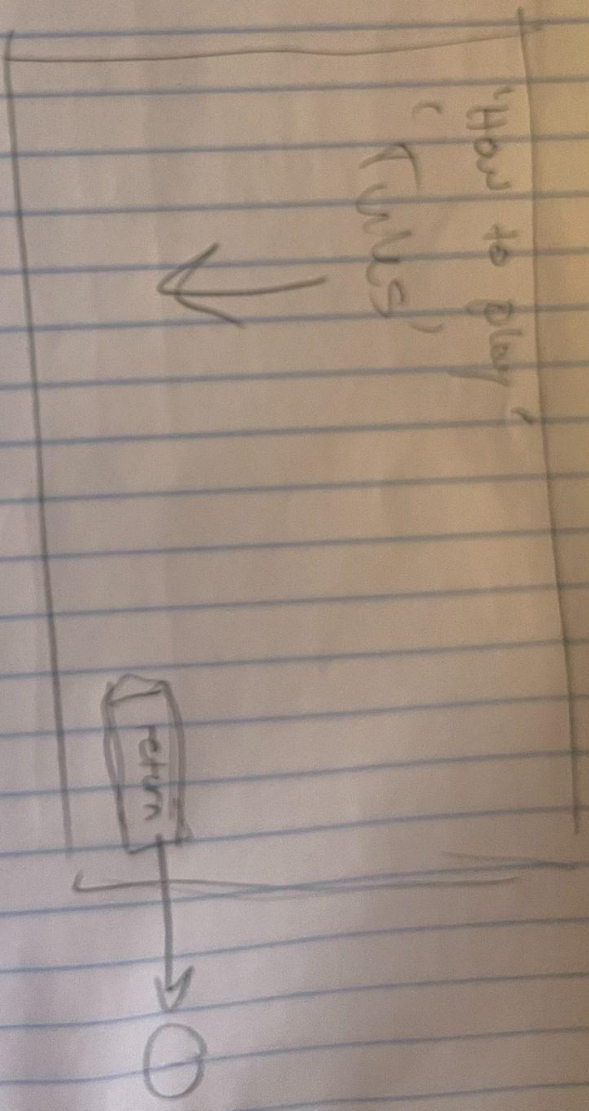
6



8



5



Individual Contributions:

Github - <https://github.com/CU-CSCI-3308-Fall-2021/CSCI-3308-Fall21-013-02>

Jira - <https://csci-3308-fall21-013-02.atlassian.net/jira/software/projects/CLB/boards/1/backlog>

Nicholas Mason -

Completed: Architecture plan, layout of project, application description, key features, adding user stories/sprints to Jira

In progress: Game and Interface design

Jawad Aleid -

In progress: Game and Interface design

Peter Lee -

Completed: Development methods, Use case diagram, HTML vs SQL(i.e front end or backend), wireframe, adding user stories to Jira

In progress: Game design

Freddy Rodriguez -

Completed: Vision statement, communication plan, meeting plan, adding user stories/sprints to Jira

In progress: Create database

Henock Zemenfes -

Completed: adding user stories to Jira

In progress: Create website design