CSCI 4448 - Object Oriented Analysis and Design

Project Part 1

Members: Heather Dykstra and Michael Williams

Title: M4hjong

Description: We are implementing a classic 4 player game, mahjong. This is a Chinese Game, a user will be able to play against 3 Artificial Players (this will be really simple, probably randomized) and display the rules and their current point standing. We will use a basic set of rules and scoring that we identify in the application in an "about".

More on Mahjong: http://mahjong.wikidot.com/basic-rules

Platform/Environment: We will use the Android SDK for Eclipse. Neither of us has done mobile development before, so we are not sure on databases and other tools yet.

Languages:

Language	Heather	Michael
C++	Knowledgeable	Knowledgeable
Java	Expert	Knowledgeable
Python	Beginner	Knowledgeable

Functionality:

- User can log in
- User can play one hand of Mahjong
  - Against 3 AI Players
    - Always play random tile
    - Pass on Chow, Pung, Kong, and Mahjong
- User can save score to a personal score board
- User prompt in game for Chow, Pung, Kong, and Mahjong
- User can view rules

Stretch goals:
- Play against 3 live people
- Login and password connected to a database that stores and shows your personal high scores.
  - (Super stretch) Be able to communicate with an online interface and an iPhone interface
- More complex AI