**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