Dominion, CMP

www.(name of site).com

# Team profile:

## Matthew Griffin:

Qualifications:

Strengths:

## Carlos Perez:

Qualifications:

Strengths:

## Brent Parker:

Qualifications:

* JavaScript – 9 months
* HTML and CSS – 1 year
* GitHub – 9 months

Strengths:

* Great troubleshooter
* Some training from senior software engineer
* Loves to learn new things

# Project Description:

Develop a Game of Dominion, where people can play against each other on the same computer, or against A.I. This game will be accessible through the project website. This will be developed in JavaScript, HTML, and CSS.

**Section 1:**Brief description of why there is a market for this game and who is our target audience. It’s part of a billion dollar industry, sold millions of copies, award winning, etc.

**Section 2:** Very brief overview of how game is played for context.

**Section 3:**A more in depth look at the various systems we will need to program to play the game as described in my previous email. It will be about the cycle of drawing, playing discarding and buying cards to add them to decks and trashing them to remove them. It will also include the various other things that the

**Section 4:**A look at the 11 kingdom cards we want to implement. I recommend

1. village
2. workshop
3. gardens
4. smithy
5. council ro
6. festival
7. laboratory
8. market
9. witch
10. woodcutter
11. chapel

**Section 5:**Ways to extend the project. High Score board, A.I. as previously described, and adding in more cards.