

Runtime Terrors - P1 Presentation

A dark blue diagonal gradient bar that starts from the bottom left and extends towards the top right, covering the lower half of the slide.

Team Introductions

Daniel Stephenson is pursuing a bachelor's degree in Computer Science and his greatest areas of interest are Operating Systems and Graphics.

Falkyn is in his final semester for a Bachelor's Degree in Computer Science and a minor in Math. He is deeply invested in video games and hopes to be involved in professional game development.

Patrick is graduating in December with a Computer Science major and a Math minor. He is very interested in cyber security and hopes to begin a career in the air force as a cyber warfare specialist.

Darla is an online masters student whose biggest interest is user interfaces. She also enjoys learning about AI and Machine Learning.

Garrett is pursuing a Bachelor's degree in Computer Science. He is interested in Graphics, VR, and Machine Learning.

Omega Chess

- Omega Chess is played on a 10x10 board and four “Wizard” squares at each corner.
- It has the same rules as chess except for the behavior of Pawns. The pawn can only move forward and in its initial position it can move one, two or three squares forward.
- There are two additional pieces in Omega Chess, the Champion and the Wizard.
- The Champion is like the Knight. It can move one square orthogonally forward, backward or to either side. It can also jump over these squares and also jump two square diagonally in all four directions.
- The Wizard can move one square diagonally in all four directions, or it can move as a Knight would, but three squares in one direction instead of two.

Process/Product Decisions

- We will have a server and a client.
- Users will be able to use a matchmaking system or invite users that they have played with in the past.
- Users will be able to view their notifications and invitations.
- Users will be able to view a history of matches they have played in.

Meeting Summarizations

Meeting 1

In our first meeting we talked about when we should meet during the week for scrums, who should be scrum master and what we needed to accomplish for P1. We also began writing user stories and planning the Kanban board.

Meeting 2

In our second meeting we continued planning the Kanban board and talked about agreed-upon GitHub procedures. We also began looking into graphical libraries.

Meeting 3

In our third meeting we assigned an agreed upon story point for every task that had been created so far. We also decided on LWJGL for our graphical library, though we changed our mind on this later.

Meeting Summarizations (continued)

Meeting 4

In our fourth meeting we made sure everyone was on the same page with how every epic would be implemented by providing epic and tasks descriptions. We also made sure we knew what we needed to have accomplished by the 28th.

Meeting 5

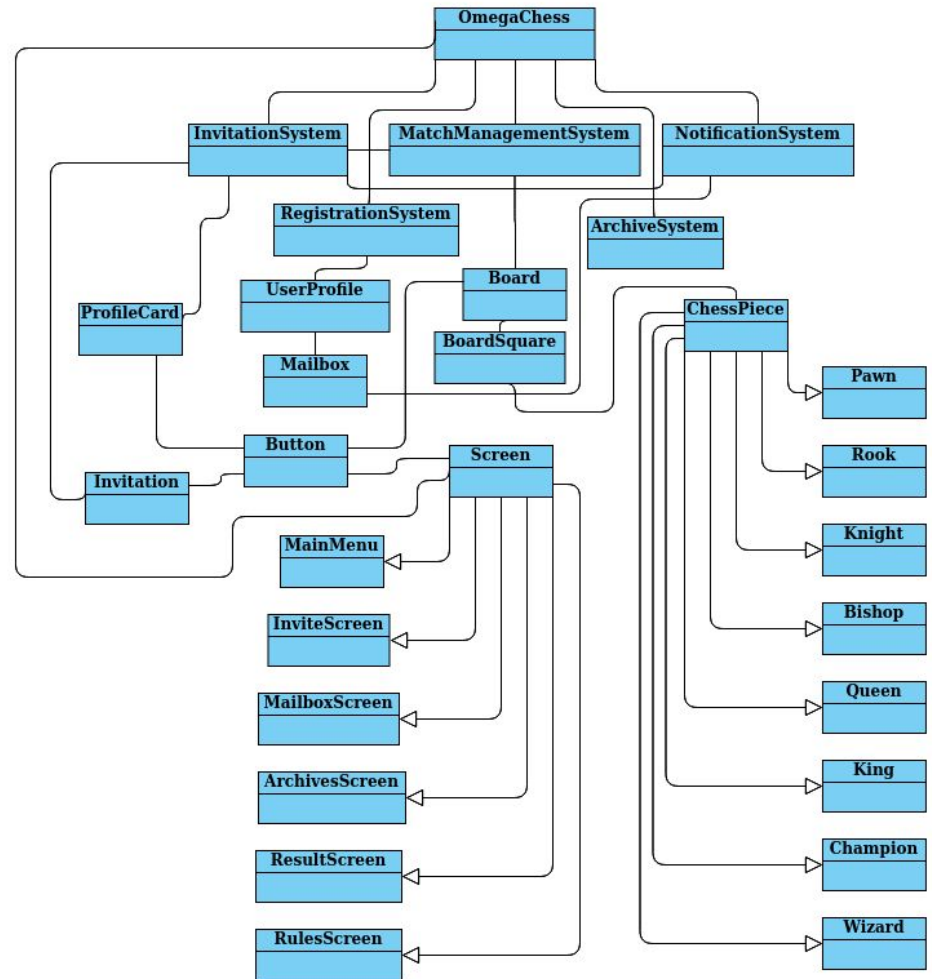
In our fifth meeting we planned the epics and tasks related to Graphics. We also started working on a design.md file and a user-stories.md file.

Meeting 6

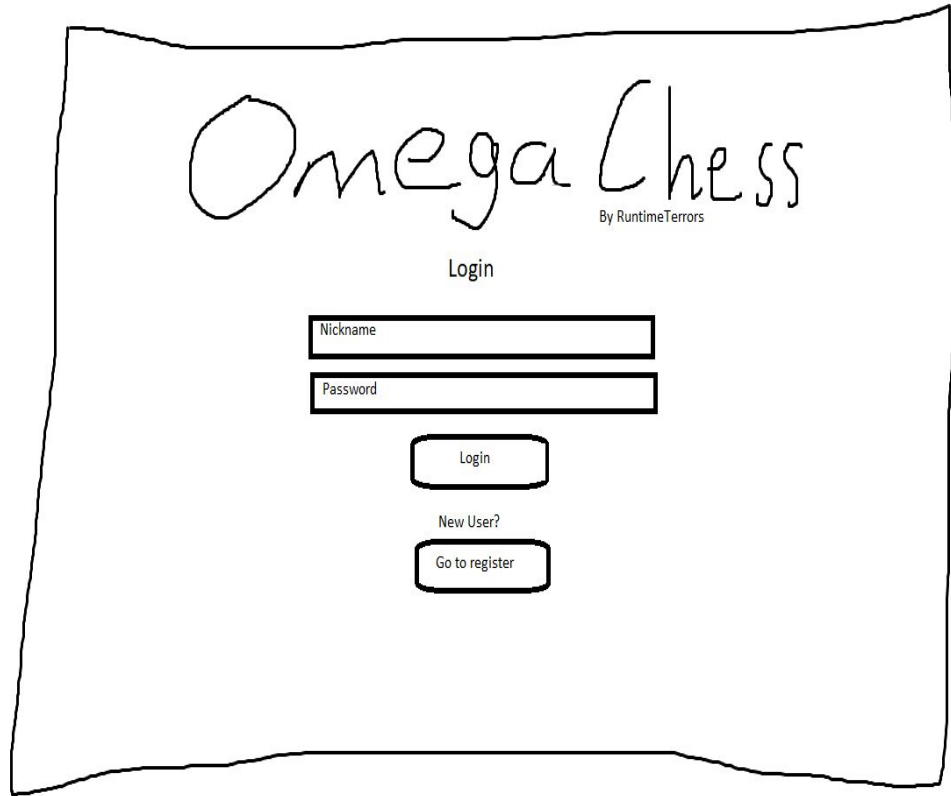
In our sixth meeting we made any last minute changes to the Kanban board, took a screenshot of it, linked and completed deliverables in the Wiki page, and talked about the presentation. We also created a class diagram and CRC cards.

<div>0 Issues - 0 Story Points</div> <div>New Issues</div>	<div>1 Issue - 0 Story Points</div> <div>Unplanned MegaEpics</div> <div> <div>cs414-f20-runtimerrors #77</div> <div>Friend system</div> <div>Filter by Epic Issues</div> <div>MegaEpic</div> </div>	<div>2 Issues - 0 Story Points</div> <div>Unplanned Epics</div> <div> <div>cs414-f20-runtimerrors #79</div> <div>Friends page</div> <div>Filter by Epic Issues</div> <div>Epic</div> <div>cs414-f20-runtimerrors #78</div> <div>Friend invite system</div> <div>Filter by Epic Issues</div> <div>Epic</div> </div>	<div>7 Issues - 0 Story Points</div> <div>Product Backlog (MegaE...</div> <div> <div>cs414-f20-runtimerrors #4</div> <div>Registration System</div> <div>Filter by Epic Issues</div> <div>MegaEpic</div> <div>cs414-f20-runtimerrors #6</div> <div>Archive System</div> <div>Filter by Epic Issues</div> <div>MegaEpic</div> <div>cs414-f20-runtimerrors #5</div> <div>Match Management System</div> <div>Filter by Epic Issues</div> <div>MegaEpic</div> <div>cs414-f20-runtimerrors #7</div> <div>Invitation System</div> <div>Filter by Epic Issues</div> <div>MegaEpic</div> <div>cs414-f20-runtimerrors #9</div> <div>Notification System</div> <div>Filter by Epic Issues</div> <div>MegaEpic</div> <div>cs414-f20-runtimerrors #10</div> <div>Game/Match</div> <div>Filter by Epic Issues</div> <div>MegaEpic</div> <div>cs414-f20-runtimerrors #8</div> <div>Graphical Interface</div> <div>Filter by Epic Issues</div> <div>MegaEpic</div> </div>	<div>89 Issues - 102 Story Points</div> <div>Product Backlog (Epics/T...</div> <div> <div>cs414-f20-runtimerrors #11</div> <div>Register</div> <div>Filter by Epic Issues</div> <div>Epic</div> <div>cs414-f20-runtimerrors #19</div> <div>Create a User Profile class.</div> <div>Register</div> <div>4 Task</div> <div>cs414-f20-runtimerrors #84</div> <div>Add a list of users that a user has played with to the User Profile Class.</div> <div>Register</div> <div>1 Task</div> <div>cs414-f20-runtimerrors #20</div> <div>Create a list of User Profile objects.</div> <div>Register</div> <div>1 Task</div> <div>cs414-f20-runtimerrors #21</div> <div>Create RegistrationSystem.java and provide user profile creation methods.</div> <div>Register</div> <div>2 Task</div> <div>cs414-f20-runtimerrors #12</div> <div>Unregister</div> <div>Filter by Epic Issues</div> <div>Epic</div> <div>cs414-f20-runtimerrors #33</div> <div>Method to remove a registered user</div> <div>Unregister</div> </div>	<div>0 Issues - 0 Story Points</div> <div>Icebox</div>	<div>0 Issues - 0 Story Points</div> <div>Backlog</div>
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Class Diagram



Login Screen



A hand-drawn sketch of a login screen for a game called "Omega Chess". The title "Omega Chess" is written in a large, cursive font at the top. Below it, in a smaller font, is "By RuntimeTerrors". The word "Login" is centered below the title. There are two rectangular input fields: the top one is labeled "Nickname" and the bottom one is labeled "Password". Below these fields is a rounded rectangular button labeled "Login". Underneath the button is the text "New User?". At the bottom is another rounded rectangular button labeled "Go to register". The entire sketch is enclosed in a hand-drawn rectangular border.

Omega Chess

By RuntimeTerrors

Login

Nickname

Password

Login

New User?

Go to register

Register Screen

The image is a hand-drawn sketch of a web registration screen. At the top center, the text "Omega Chess" is written in a large, cursive font. Below it, in a smaller, sans-serif font, is the text "By RuntimeTerrors". Centered below the header is the word "Register". Underneath "Register" are four horizontal input fields, each with a label to its left: "Email", "Nickname", "Password", and "Confirm Password". Below these fields is a rounded rectangular button labeled "Register". Underneath the button is the text "Already have an account?". At the bottom is another rounded rectangular button labeled "Go to login". The entire sketch is enclosed in a hand-drawn rectangular border.

Omega Chess
By RuntimeTerrors

Register

Email

Nickname

Password

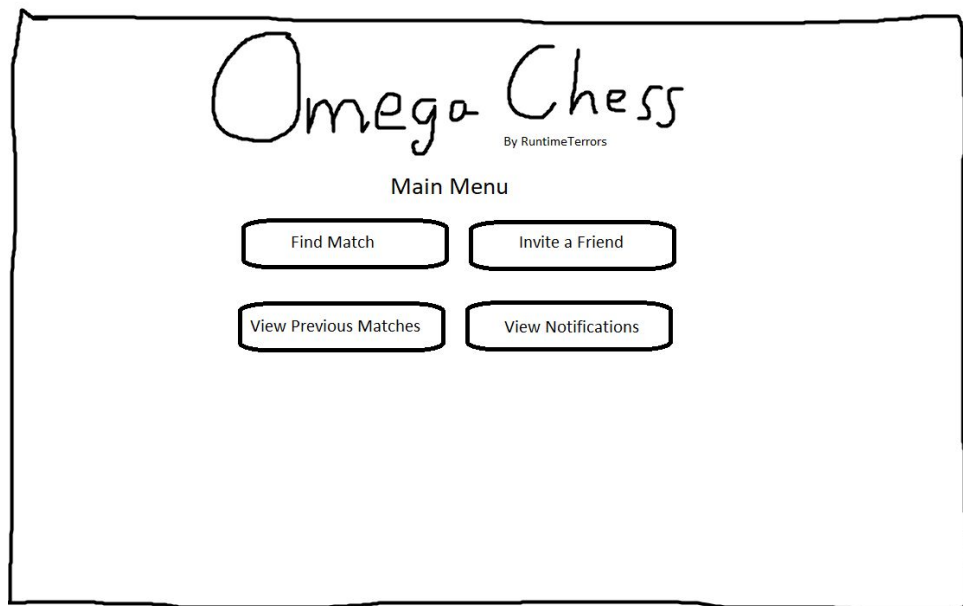
Confirm Password

Register

Already have an account?

Go to login

Main Menu Screen



Invite Screen

A hand-drawn sketch of a web interface for "Omega Chess". The title "Omega Chess" is at the top in a large, handwritten font, with "By RuntimeTerrors" in a smaller font below it. Below the title is a search bar labeled "Search". Underneath the search bar are three rows, each containing a "Result" label and an "Invite" button. At the bottom of the interface is a "Back to Main Menu" button.

Omega Chess
By RuntimeTerrors

Search

Result Invite

Result Invite

Result Invite

Back to Main Menu

Notifications Screen

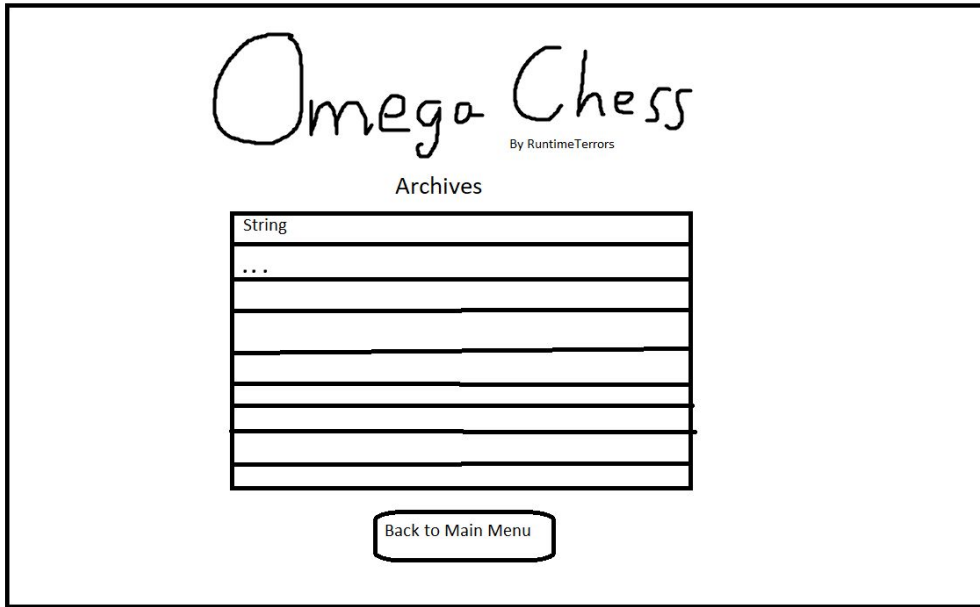
Omega Chess
By RuntimeTerrors

Notifications

String
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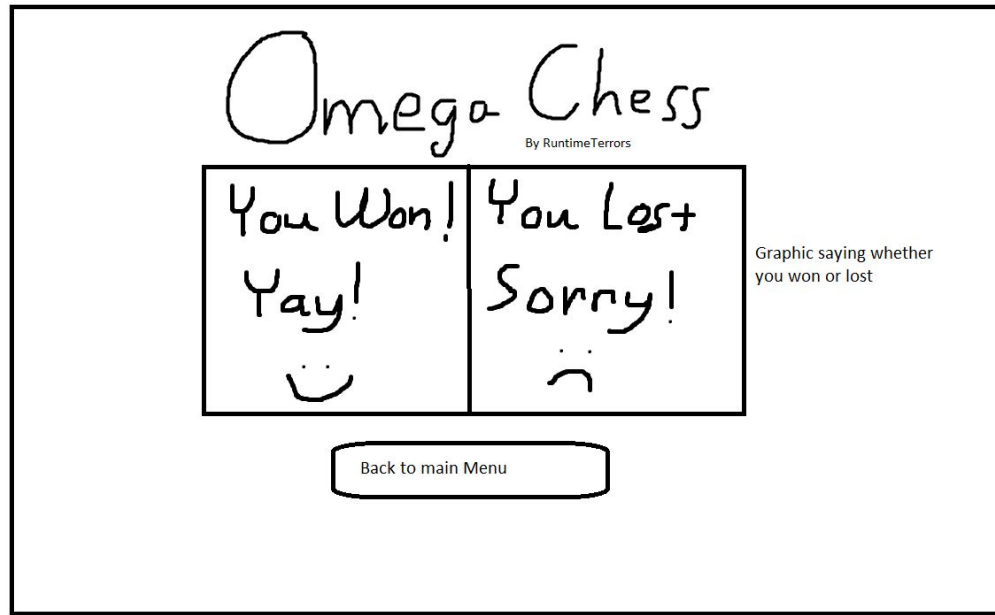
Back to Main Menu

Archives Screen



[Back to Main Menu](#)

Results Screen



Game Screen

