Group Name and Number: 203-5 Trouble Twist

Group Members:
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Application Name: TT Games

Application Description:

This application is a personal computer based multiplayer video game which uses a smartphone (or any web browser) for user input. The game will consist of multiple choice questions based on famous quotes being presented to a variable number of players who will be responding to the program through their phones. There will be a scoreboard system which displays the points each player has obtained. The main structure of the program will consist of a centralized server keeping track of players, scores, and instances of the game, a PC displaying the front-end of the application to the users, and a website which users will connect to in order to interact with the game.

The value of the application is to provide a means of enjoying other people's company through longer distances in a fun environment. This is especially important in times when social distancing is important for the general safety and health of the world population. This application can let family, friends, and complete strangers bond over an Internet connection, simulating natural social interactions so that anyone can have fun while social distancing. A bonus side-effect of this is that people will be less inclined to socialize with each-other, further decreasing the spread of COVID-19. From a long-term standpoint, this application will be another avenue for people to interact with each other over long distances such as family members or close friends who live thousands of miles away.

Vision Statement:

For family and friends who want to have some fun and bond over any distance, from the same room to different hemispheres, TT Games is a collaborative video game that anyone with a smart phone and network connection can play. Unlike traditional multiplayer user experiences via console or PC, this game can easily be understood and enjoyed by anyone regardless of experience.

Version Control: Github: https://github.com/CSCI-3308-CU-Boulder/203_5_F20

Development Method:

Our development method is going to be iterative. Because we will be meeting frequently, constantly learning new resources, and improving our initial scope of our game, we think that

working iteratively will be most efficient. Our plan is to start with a minimum viable product that will consist of the very baseline scope outlined in our description, and will evolve once our baseline is accomplished as we discover what works for our group, for the medium, and for gameplay entertainment.

Jira board:
https://csci-3308-fa20-203-5.atlassian.net/secure/RapidBoard.jspa?rapidView=1&projectKey=T25&view=planning&selectedIssue=T25-10&epics=visible&issueLimit=100&atlOrigin=eyJpIjoiYTVkNDAxZjc4NWU5NGFmYTlmZDhlNzVlYWUwODgyMWQiLCJwIjoiaiJ9

Communication Plan:

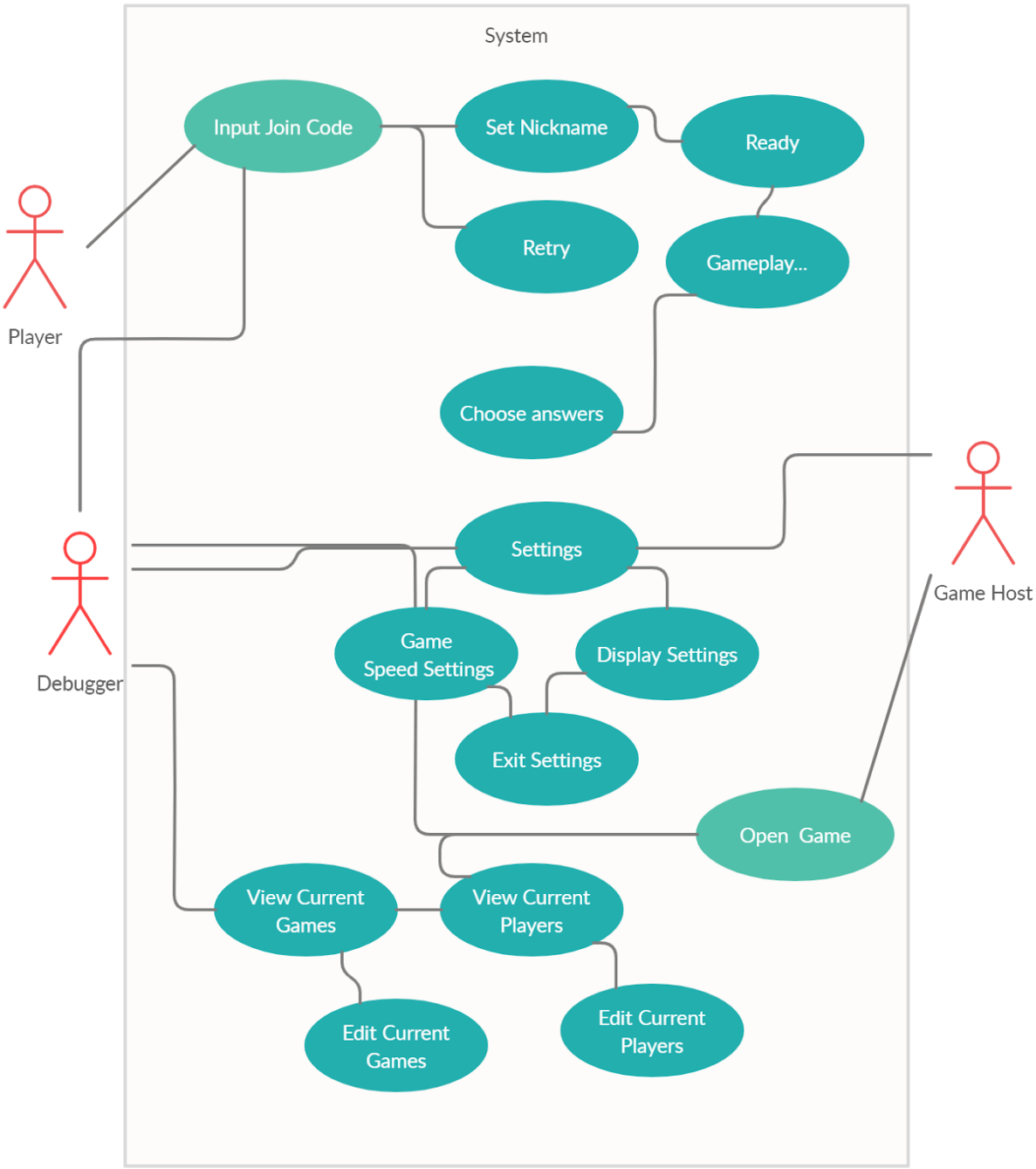
We will make sure to utilize multiple avenues of communication to ensure proper information transfer between people. We will have video, voice, and text communication over Discord. We will have a shared Google Drive folder that will allow for simple file transfer and shared notes. For project development we will be using Github, where our code will be hosted and version controlled. Jira will provide a project checklist interface that will allow us to track the status and assignment of individual tasks.

Meeting Plan: Wednesdays 4:00pm to 6:00pm MDT over Discord (group video chat).

Proposed Architecture Plan:

On the backend, we will use a PostgreSQL database to store and query user and game data. On the front end, we will create an application using Unity and C# that will be downloaded to a PC. This application will be where the game itself is displayed. We will also create a front end in the form of a website made from CSS, HTML, and Javascript which users will connect to through any modern web browser. This website will be where users will input their responses to the game application. A requirement of this architecture plan is that each component has an active network connection. The components will interact with each other through WebSockets.

Use Case Diagram: Actors: Game Host (on computer), Player (on phone), Debugger (AKA developper)



September 9th

1. Play a game through the website that allows you to connect to variable number of users, save scores etc. Displays various quotes and you fill in the blanks (expansion - add features)
    a. Make a collection of quotes manually

b. Tech stack: PostgreSQL, Unity and C# for the application, CSS, HTML and javascript for the front end