Project Milestone 2

Group Name and Number: 203-5 Trouble Twist

Group Members:
Jake Tracy - jakewoodtracy
James Bohn - jbohn3353
Alexey Yermakov - yyexela
Conor Simmons - conorsim
James Ryan - jary7635
Blake Peery - BlakeP32

Project Features List:

1. Game executable and application
    - The main point of contact for a user to create a game session, the game session will run on a Docker container
2. Connect your phone to the host game via a web browser
    - The main point of contact for a user to join an existing game session.
3. Choose a nickname when joining a game
    - Users will have the option to customize their identity
4. Jeopardy style game with multiple choice answers on famous quotes
    - The core MVP game mechanic, players will be shown famous quotes with blank entries and will choose from a list of possible answers what they think is correct.
5. Scoreboard that keeps track of points of everyone in the game
    - Used to formalize the “game” portion of the game. Introduces competitiveness along with entertainment.
6. Game host can customize settings
    - The game host can customize the password, max users, and amount of time/difficulty for the game.
7. Database to store long term information about games
    - We are still discussing what data we are going to store
8. AWS server to manage traffic between players and hosts
    - Requests between application and browsers will route through the server

Requirements:

Functional:

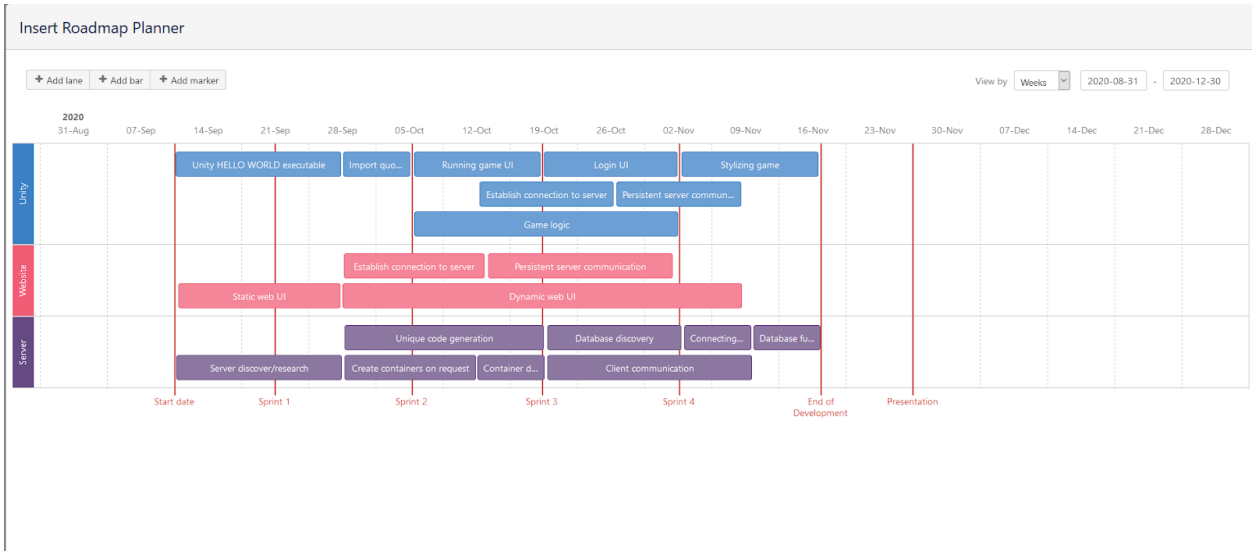
- (7) As a developer I want persistent storage so that I can have data that lasts between game sessions.
    - Acceptance Criteria: Select and incorporate a database with the server. A developer should be able to access and manage this database.
- (1) As a developer, I want to import famous quotes into the game.

    - After researching famous quotes (maybe in a text document), have a method of later importing to the game.
- (2) As a user I want to be able to join and play a game running on a server so that I can have a fun time.
    - Acceptance Criteria: Be able to route communications from browsers (clients) to games (cloud apps)
- (3) As a user, I want to pick my own nickname for games.
    - Acceptance Criteria: User is able to define their own username upon joining a game lobby. Username is communicated to the host application to display.
- (2) As a user, I want to be able to easily connect to the game with a unique code.
    - Acceptance Criteria: A short numerical code generated by AWS is needed for a user to connect to a game. A nickname is required to enter the game
- (4) As a user I want to be able to have information displayed on my screen when playing the game on a browser.
    - Acceptance Criteria: Static files used to generate the website. Basic design, look, and feel of the website. All of the appropriate areas are accessible.

Non-functional:

- (1) As a developer, I want to create an executable and deploy it to ensure that the game runs as I intend.
    - Utilizing the executable is a test of what works and what doesn't in a mockup of the final product.
- (4) As a developer, I want to create a UI that users can interact with in the game.
    - Create a user interface that players will interact with when playing through the game itself.
- (1) As a developer, I want to make a UI that players can view and interact with upon first launching the game.
    - Just make a User Interface that players can view and interact with upon launching the game in order to initiate game sessions.
- (4) As a developer I want to be able to have an idea of what the website should look like so that I can begin developing it
    - Acceptance Criteria: create a wireframe and static web UI.
- (8) As a developer I want to understand how communication will work between the server, client, and host.
    - Research what possible AWS architecture will work best for us.

Project Plan:

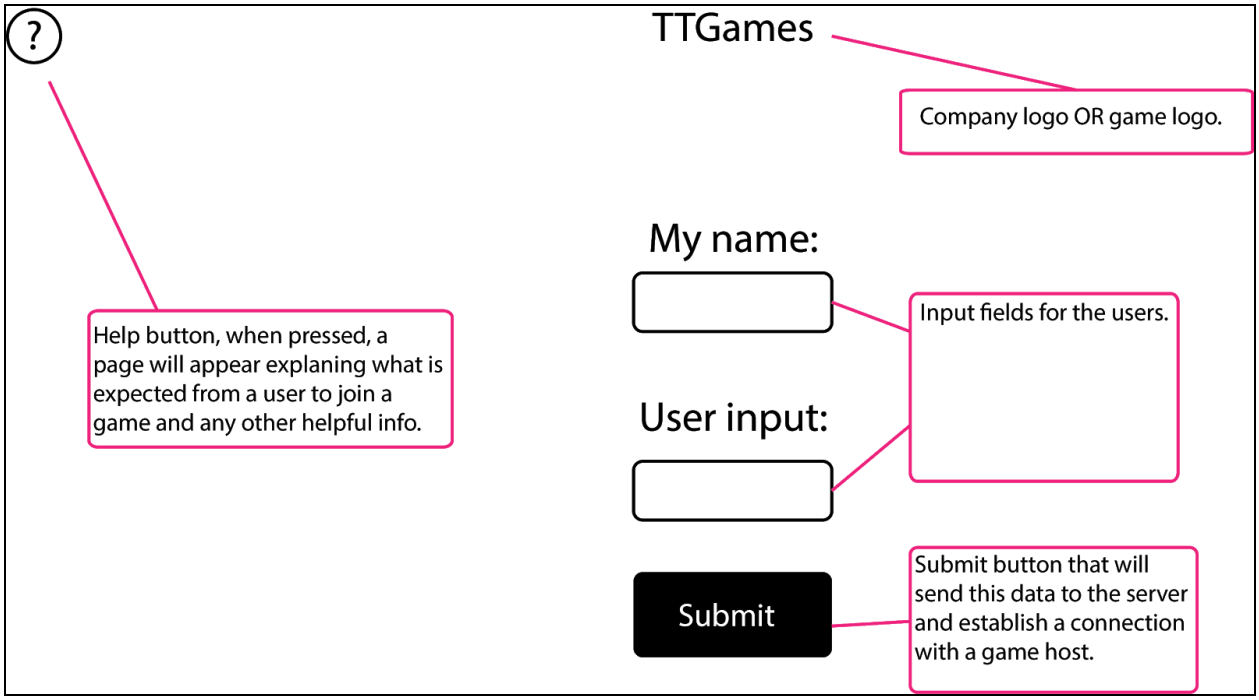


Roadmap on Jira link: https://csci-3308-fa20-203-5.atlassian.net/wiki/spaces/T25/pages/37781513/Project+Roadmap

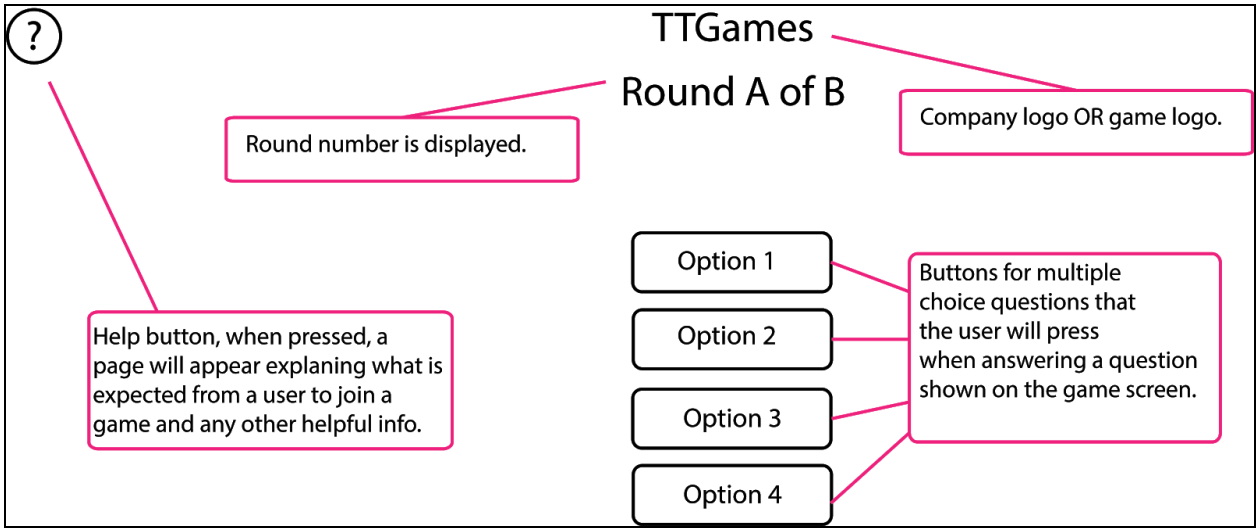
Project roadmap in Jira is based on the standard 2-week sprint, with the time spans of each task corresponding to those metrics. As for who, Blake Peery and Jake Tracy will primarily be taking on tasks in the Unity track, Alexey Yermakov and James Ryan primarily taking on tasks in the web track, and James Bohn and Conor Simmons taking on tasks in the server track. All of this in mind, we want to remain flexible to allow as many of us as possible to learn about and work with all of these different elements of software development rather than becoming too specialized.

Wireframes:

Wireframe 1: Website view upon load.



Wireframe 2: Website view upon log-in



Project milestone II wireframe of application

Wednesday, September 16, 2020 4:59 PM

Individual Contributions:

Jake Tracy

- Worked on application wireframe for Project Milestone 2
- Researched Unity and the basics of its utilization in order to create an MVP

James Bohn

- Client-Host communication architecture research
- Project plan revisions/creation

Alexey Yermakov

- Made website wireframe for Project Milestone 2.
- Streamed during weekly meetings to help have every group member on the same page.

- Created static website files containing user inputs, submit button, help button, and quality of life changes (responsive UI). (https://github.com/CSCI-3308-CU-Boulder/203_5_F20/commit/a24d694165d4cb383dc1e5e4fa8bb882c9f320ad)

Conor Simmons

- Did some exploratory research into different back end implementations and talked to a professional to get ideas of how to implement the back end. Ideated that we pivot to a different architecture (AWS).

James Ryan

- Performed exploratory research on website design and approved merge requests from Alexey after review (https://github.com/CSCI-3308-CU-Boulder/203_5_F20/pull/6#pullrequestreview-495080208)
- Researched quotes for the quote document, which will serve as a basis for our game

Blake Peery

- Performed exploratory research into the basics of unity to be able to create a MVP.
- Created a document with quotes for our unity game.

Link to Jira:
https://csci-3308-fa20-203-5.atlassian.net/secure/RapidBoard.jspa?rapidView=1&projectKey=T25&view=planning.nodetail&selectedIssue=T25-8&epics=visible&issueLimit=100&atlOrigin=eyJpIjoiZjRmN2I2OGZkYzI3NDM4NDhlMDg3YjQ5M2I1ZWNjNTEiLCJwIjoiaiJ9