3308 Project Milestone 1

Team Number

013-07

Team Members

Elizabeth Gyimesi,Tyler Hand, Leif Anders, Nikita Feoktistov

Team Name

TEAM Midas

Application Name

Codename Midas

Application Description

Our goal is to provide a fun way to interact with others using a variety of location based, tag-like games. Some ideas include: Providing a way to play tag/hide and seek across larger spaces by periodically letting players know each other's locations, a game where you have to trail a target player for a set amount of time while avoiding players who may be trailing you while only knowing your target's general vicinity, a mode similar to zombie tag where you are given information on "zombies" and can communicate with other "survivors," and various other modes based on existing games such as CTF and TTT. Potentially, we could include a template for others to create their own modes.

The benefit of our project would be to enhance these games by allowing users to enforce rules that you couldn't normally, and expand the area people can play in. The problem with these games right now is that you usually have to play around an agreed upon space, and the games are largely dependent on the "honor system." In order to play, users could connect to a private lobby, or potentially we could allow for some matchmaking capability for smaller type games, such as the one where you need to trail your target player.

Vision Statement

For gamers who are trying to get outside with their friends. Midas is an app that brings a local server to your fingertips for you and your friends to play multiple games and activities together. Unlike real tag, our product uses your pocket computer.

Version Control Method

We will utilize github for source control on our project. The repository link: (https://github.com/CU-CSCI-3308-Fall-2021/CSCI-3308-Fall21-013-07)

Development Method

To develop our project, we will implement a hybrid of agile and scrum to state the least. Our goals are to create working software that is fun and meets the needs of our stakeholders -- here mainly us. Key features are of our interest and will be outlined by our team's collection of user stories.

Jira storyboarding link:
(https://csci-3308-fall21-013-07.atlassian.net/jira/software/projects/Y12/boards/1)

Communication Plan

To effectively communicate between busy schedules, we currently are organizing most of our communications with each other in a group chat via discord. This asynchronous approach is in conjunction with our weekly meetings that will also be taking place over both zoom and discord.
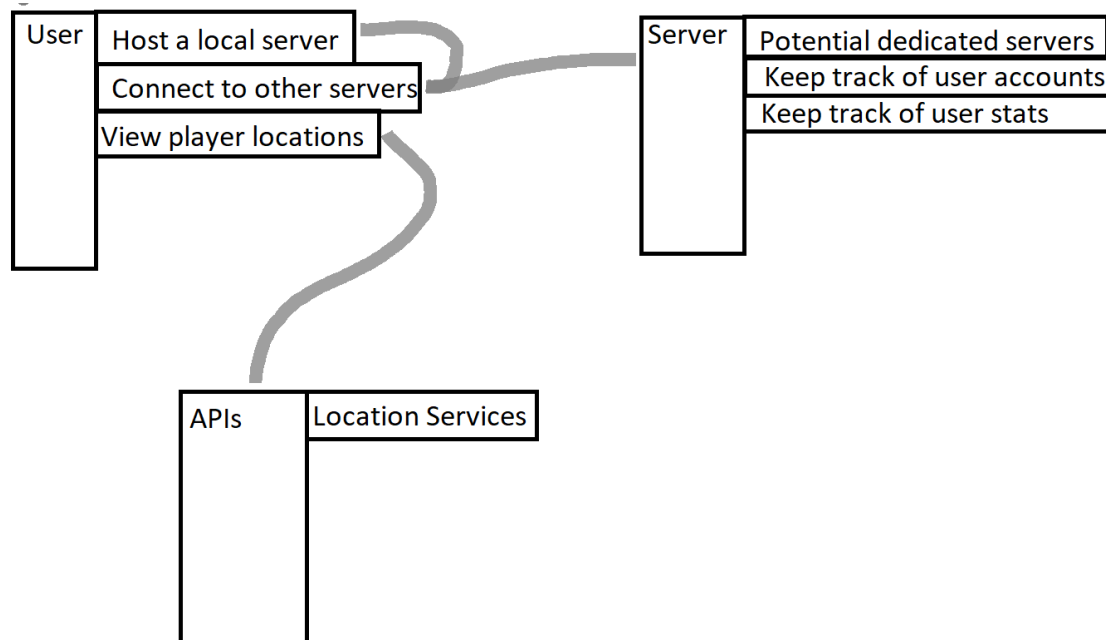
Meeting Plan

We have decided to have week over discord calls, Tuesdays 8pm, to share ideas and will meet weekly in a group to communicate with each other about the state of the project. We also have weekly meetings with our TA Fridays, 11:45am-12:00pm.

Proposed Architecture Plan

Potential location APIs: World Time, GeoDDB Cities, Google Maps Geolocation

Need for server hosting for players

User	Host a local server		Server	Potential dedicated servers
	Connect to other servers			Keep track of user accounts
	View player locations			Keep track of user stats

APIs	Location Services

Use Case Diagram