Project Spec

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1 Introduction

Saturday October 1st - Friday October 7th:

Discussed App idea, technologies to use, how its broken up, set up repository on GITHUB, set up main page, levels and images (roughly)

Friday October 7th - Friday October 14th:

Fixed problems with GITHUB and fixed setup problems. Got advised on maybe implementing web version of app.
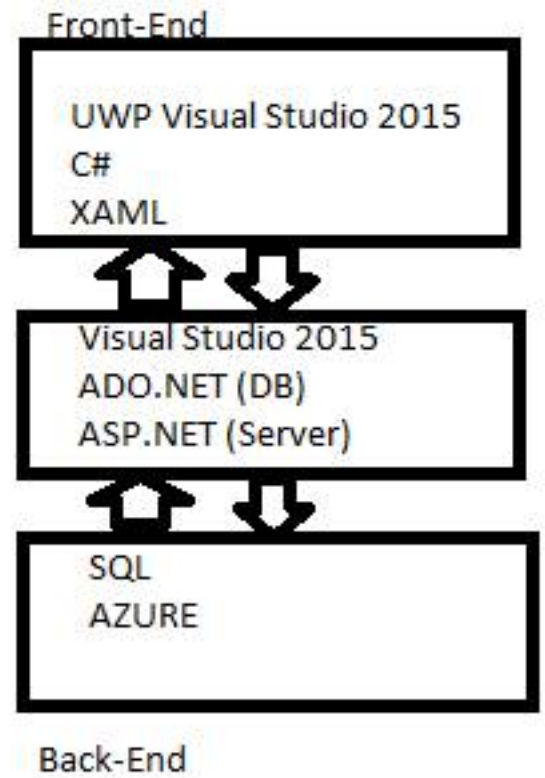
Friday October 14th - Friday October 21st:

Work started on several of the games as well as Storyboard made with benefits for using UWP, XAML and C and the overall layout, structure and features of the games were also laid out in a Storyboard. PowerPoint for presenting our project was also made and will be uploaded to GITHUB as well.

2 Team Duties

	A	B	C	D
1	Claire	Thomas	Declan	Alanna
2	Master	Fork	Fork	Fork
3	5 games	5 Games	5 Games	5 Games
4	Attention	Problem-Solving	Speed	Memory
5	Github	ADO/ASP	Docs	Main Page

3   Architecture

Front-End

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┌──────────────────────────────┐
│  UWP Visual Studio 2015      │
│  C#                          │
│  XAML                        │
└──────────────────────────────┘
        ⇧    ⇩
┌──────────────────────────────┐
│  Visual Studio 2015          │
│  ADO.NET (DB)                │
│  ASP.NET (Server)            │
└──────────────────────────────┘
        ⇧    ⇩
┌──────────────────────────────┐
│  SQL                         │
│  AZURE                       │
│                              │
└──────────────────────────────┘
```

Back-End

4 Benefits of using UWP Apps

1. UWP Apps are logical, Testable and Scalable.
2. Available across all Windows 10 capable devices. E.g; Phones/Tablets/Laptops/Consoles (XBox)/PCs.
3. UWP only reaches 1.6% of smartphone industry compared to 83% on Android and 15% on Apple.
BUT it has the advantage of being able to reach the largest market on the planet - PC's.
4. Set of APIs for all Windows 10 devices - No need to code for different versions that can run the app.
5. Microsoft are trying to go Cross-Platform using bridge tools kits in the future to allow other platforms to integrate with UWP apps.
E.g; Apple IoS developers will be able to integrate with UWP apps with existing objective C code.
6. Choosing UWP is choosing work optimization - With UWP you are working with a common platform which integrates across multiple devices saving time. You also submit a single package to the Windows Store and maintain it in one place.
7. **C**# over JavaScript:
You can separate the designer from the developer using MVVM. This reduces errors, time and cost and makes the code side and the designer side more distinct from each other so that one does not impact the other while simultaneously working on a project.
8. **X**AML:
Screen resolution sharper on various screen sizes (device independent - doesn't use pixels). Vector based meaning that it is mathematically drawn to ensure quality is never lost at any size.