**General:**

* **Project name:**

Dungeon Dice Monsters

* **Team members:**

1. Rens Gouman
2. Herman Moret
3. Ian Storm
4. Kiran Kovacic
5. Marko Damen
6. Tommy Koning

* **Product owner:**

[Jurn de Ruijter](https://trello.com/jurnderuijter)

**Application:**

* **Goal:**
  1. Make an online version of dungeon dice monsters
  2. Letting people enjoy our game
* **Nature:**
  1. Kind of application: Multi page application
  2. How is it different from other games like it: It’s never been made as on online game before
* **Target audience:**
  1. People that like this kind of game

**Agile / SCRUM:**

* A scrum master is the facilitator for an agile development team. Scrum is a methodology that allows a team to self-organize and make changes quickly, in accordance with agile principles. The scrum master manages the process for how information is exchanged.
* **Definition of done**:

1. Works as requested(functionality in feature)
2. It’s tested and works as intended(test cases)
3. Tested by 2 or more devs
4. Adjusted to latest given feedback from the tester and project owner
5. Follows the coding standards we agreed upon
6. Follows the styling we decided upon
7. Works on PC/laptop

**Code architecture and language**:

1. Architecture**:** MVC MPA
2. Framework: Laravel
3. Coding languages: PHP, CSS, JS, SQL, jQuery (C++/C#)
4. CSS styling: bootstrap
5. Code according to: PSR-?
6. General language: English

**Database:**

* ERD: W.I.P
* SQL

**User interface**

* **Look & feel of the page**
  1. Bootstrap
* **Navigation**

1. No bread crumbs
2. Main menu (not sure where yet)
3. URL: Site name / where you are now

* **Input**
  1. De client-side validatie met jquery feedback gaat op de client-side gaat via bootstrap alerts gestyled in het rood
  2. Server-side validatie met de ingebouwde validatie van laravel. feedback met gaat via bootstrap alerts gestyled in het rood (die PHP server side genereerd).

**Organization:**

* **Rolls**
  1. Rens: back end dev
  2. Herman: back end dev and version control (scrum master)
  3. Ian: frond end dev and bug tester
  4. Kiran: database control
  5. Marko: contact and take minutes
  6. Tommy: back end dev
* **Contact info**
  1. Rens Gouman
     + Discord name: acnologia-RG#5166
     + E-mail: [rens@gouman.eu](mailto:rens@gouman.eu)
     + Phone number: don’t call me
  2. Herman Moret
     + Discord name: HJMGgamez#8831
     + E-mail: [hermanmoret117@gmail.com](mailto:hermanmoret117@gmail.com)
     + Phone number: don’t call me
  3. Ian Storm
     + Discord name: Adrelian#3952
     + E-mail: [ian1999\_22@hotmail.com](mailto:ian1999_22@hotmail.com)
     + Phone number: 06 39613412
  4. Kiran Kovacic
     + Discord name: kiran kovacic#0871
     + E-mail: [kiran.kovacic@gmail.com](mailto:kiran.kovacic@gmail.com)
     + Phone number: 06 81761492
  5. Marko Damen
     + Discord name: Reapko#2175
     + E-mail: [mkhdamen@gmail.com](mailto:mkhdamen@gmail.com)
     + Phone number: **06 20119717**
  6. Tommy Koning
     + Discord name: tmaystro#0692
     + E-mail: [tommykoning@live.nl](mailto:tommykoning@live.nl)
     + Phone number: 06 18319908
* **Work agreements**
  1. Start at 9:00AM
  2. Daily standup
  3. Code review(of done features)

**Version control:**

* only push features that are done and tested by 2 people
* features branch from development
* Push pull requests
* Branches
* When to push to the master

**Project**:

<https://github.com/Dark-Void-Entertainment-Studios/DDM_prutsers>

<https://trello.com/b/z5fONOBE/team-prutsers>

**Project general description**:

Welcome to dungeon dice monsters.

Coming in the main menu you will see the button: “create game”.

Clicking on “create game” will take you to a screen where you can change the rules to your liking and you will be able to choose a character(each character has different sets of dices and so have different ways to play).

When you’re done you can click on the “next” button and now people can join the game. Now everyone has joined the game will begin and the players play “rock, paper and scissors” to choose who goes first.

At the start of a players turn they will roll 3 random dices from their 15 dices, and corresponding on what they throw they will take their actions

When at least 2 of the dices you thrown landed on “the summoning crest” you will be able to plant 1 of those 2 on the field and it will fold out and there will appear an monster or an item in the middle of it (you can only control a max of 5 monsters) The game ends when 1 player was able to leads his/her/it monsters to the opponent and hit them with them until they have no hearts left or if the opponent surrenders. (both players have 3 lives) Also in the main menu is a score board where you can see the ones with the most games won.