Feasibility Report for Suite of Games

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Clients:

* Two clients: Dr. Gu & other teams

Goals:

* To make a multiplayer game collection
* Complexity to be determined based on time

Benefits:

* Entertainment
* Interaction with other people

Resources:

* 5 student team - with diverse skills
* Time - end of semester

Equipment:

* Java
* IDE
* Computer(s)

Client:

* Available for questions minimum 3 times a week

Obstacles:

* Communication
* Complexity
* Organization/Collaboration

Minimizing risks:

* Communication: Slack, Friday meetings, Email
* Complexity: Weekly goals, weekly reevaluation of goals
  + Incremental development
* Organization/collaboration
  + GitHub
  + Dropbox
  + Build an API
* Individual reports per version/game

Best Skills:

* Alex: Databases, Documentation
* Alpha: Reviewing/debugging, Organization/scheduling/deadlines, Complexity Checker, Version Localization
* Byron: Java, Databases, notes
* Devin: Java, SQL, Version Control\*
* Matt: Java, Game logic/debugging