

Project Selection Criteria

brief explanation for how your project satisfies the selection criteria

Project Capacity

Using an Agile short development cycle, we will prioritize and consecutively select features to develop to meet our available development capacity.

Our objectives are to have a useful and functioning system as a result of our development efforts, with as many features as our capacity for this course will allow.

We will have more potential features than we have the capacity to deliver, so we will not plan on delivering all the potential features.

By using a test first or test driven development model, we will create features that work properly, according to specification.

Application-Selection Criteria

Actors

The application must have at least two different actors, we have identified three.

- Campaign Creator - This is the person who initially organizes the group of players.
- Game Master - The person who directs the game play, and determines the outcomes of players actions.
- Player - Persons who control the actions of one or more characters in the game.

Use cases

There must be more than a few interesting and arguably different uses cases, but not dozens.

Application Requirements

The application must require at least two of the following:

- A non-trivial user interface, i.e., something more than a command-line interface or simple, single-form GUI), but should not require dozens or an extremely rich user interface. A lot of time can be soaked in perfecting a GUI.

We will be using a web based interface using multiple html pages and forms.

- The storage of non-trivial persistent data, e.g., a database with more than a couple of tables, but not dozens of tables.

Keeping track of the Users, and their character sheets will provide us with ample opportunity to employ multiple database tables. We will limit the number of tables by being selective in which potential features we implement.

- One or more non-trivial data processing or computational algorithms, e.g., like a heuristic search of a very large problem space.

The application of game rules to character sheets while interesting, may not satisfy this requirement.

- Multiple processes with inter-process communication.

The nature of the web based architecture we will be using inherently has multiple processes and inter-process communication. Web Browsers, Servers, and Database engines will all be communicating together to deliver the application to the users.

Two or more customers

Two or more real persons that represent end users or customers for your application, who are not members of your group, are willing talk with you about the requirements for the application, give you feedback, help you decide what features are more important than others, and review your final system.

We have identified several customers who will meet this criteria.

Time Estimate

A very rough, informal estimated size of the project must fall within your GTmin and GTmax

By using an agile approach, we will meet our time requirements by successively implementing features so that our time spent will fall withing our time requirements.

We will have more features available than we will have time for, We won't deliver all of the potential features, But will successfully implement the features we do deliver.