Title: Pass-and-Play Board Game

Vision: Make board games more accessible and fun through a digital medium.

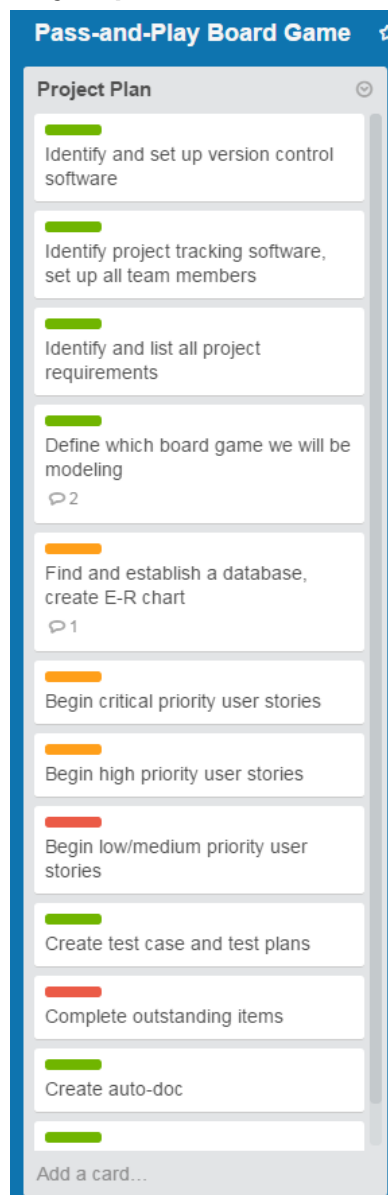**Who:** Brandon Boylan-Peck, Eric Hardwick, Kevin Holligan, Robert Kendl

Methodologies:

- Waterfall: We used a waterfall methodology for our overall project, completing each phase before beginning the next step.
- Agile: We broke up the coding portions into smaller segments, similar to an agile story, in an attempt to do one game feature at a time.

Project Tracker:

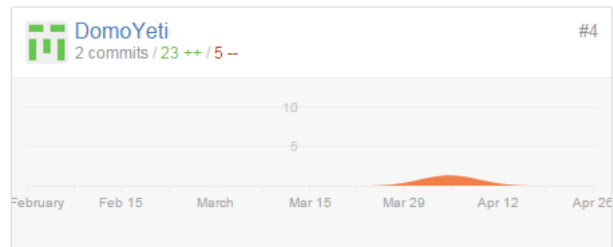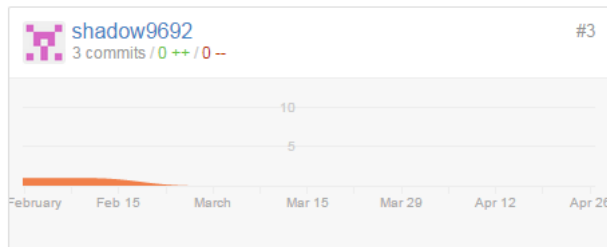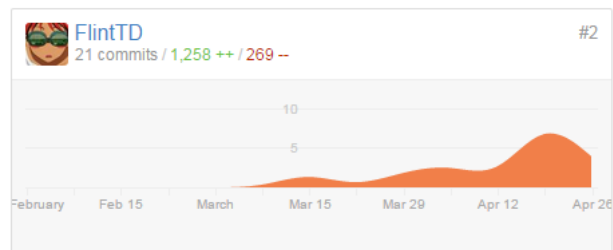https://trello.com/b/YEURAKku/pass-and-play-board-game

Project plan:

VCS:

VCS Screenshot:

Feb 1, 2015 – Apr 27, 2015
Contributions to master, excluding merge commits

Contributions: **Commits** ▾
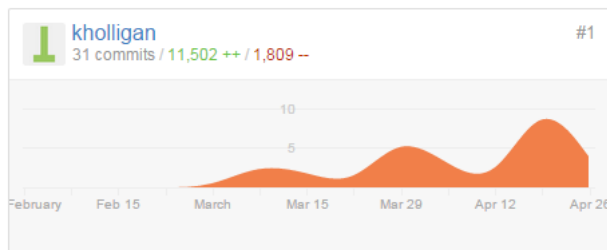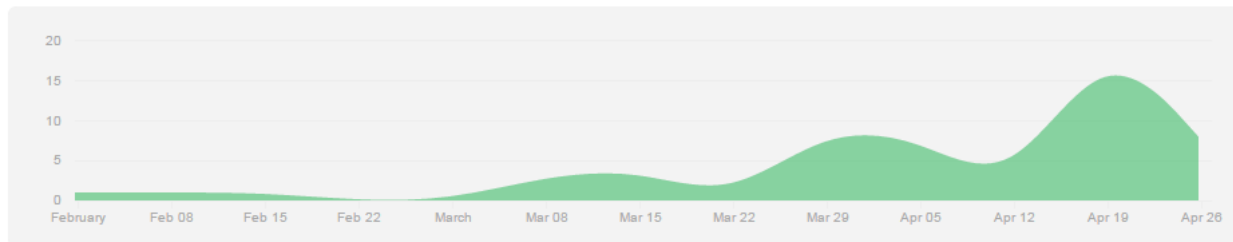
kholligan - Kevin Holligan
FlintTD - Eric Hardwick
shadow9692 - Brandon Boylan-Peck
DomoYeti - Robby Kendl

Deployment:
Executable jar file is hosted on github: https://github.com/DomoYeti/CSCI3308_Project
The file is Axis_And_Allies.jar. To run and execute the file follow the following steps:
1. Fork/clone a copy of the repository
2. Run the following command in the command line: `java -jar Axis_And_Allies.jar`

Differences from initial project proposal:
1. No graphical user interface for the board game
2. No database for saving, restoring game states or storing completed game data
3. Missing the following gameplay phases: purchase units, unit movement, deploy units