Project Specification

Battle Checkers

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GitHub site: <https://github.com/ErskineR7/checkers>

Stack site: <https://app.slack.com/client/T03V72F0U5N/C042QCNBTLJ>

**Project Summary:**

Battle Checkers is a web app where players can connect and compete against each other in checkers matches. You can queue up for a random match, play against a friend, or compete in a player created tournament.

**Project Goals:**

The primary goals of this project are:

1. Create a website that supports robust competitive checkers
2. Provide a fun environment for players of all ages

**Project Features:**

1. Web App: Available to be played on any device that connects to the internet.
2. Login: To better keep statistics, players will create a login with their email.
3. Match Finder: Compete against other players with a click of a button that finds you a worthy challenge.
4. Player Statistics: Players can see how well, or not, they play and interesting little tid-bits like how often their units are crowned or how many pieces are left after a match.
5. Tournaments: Find out who is the best with player created tournaments
6. Friends List: Add your friends and favorite players to your friends list to know who is online

**Limitations:**

A non-exhaustive list of limitations:

1. Server strength will limit the load of players we can support.
2. Storage space may limit the number of statistics and player accounts we can store.

**Stretch Goals:**

Depending on how much our team achieves we would like to add:

1. MMR
2. Spectate
3. Developer created Tournaments