Briscola Online

**Briscola**

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Ljubljana, 2. november 2016

# Project summary

clear starightforward project, solution and expected results inckóluded

up to 300 words

Kratek povzetek predlaganega projekta, tja do 300 besed.

Navedite povzetek projekta z jasnim opisom problema in predvidene rešitve, ki jih projekt predvideva. Podajte kratek opis poteka projekta in njegovih pričakovanih rezultatov.

To je interni dokument za vaje pri predmetu Tehnologija programske opreme na UL FRI in ni namenjen za javno uporabo.

# Kazalo

[Povzetek projekta 1](#_Toc463875071)

[Kazalo 2](#_Toc463875072)

[Ozadje in motivacija 3](#_Toc463875073)

[Opis problema in predlagane rešitve 3](#_Toc463875074)

[Cilji projekta in predvideni rezultati 3](#_Toc463875075)

[Opis ciljev 3](#_Toc463875076)

[Predvideni rezultati 3](#_Toc463875077)

[Projektni načrt 3](#_Toc463875078)

[Uvod in splošni opis 3](#_Toc463875079)

[Pregled faz in aktivnosti 3](#_Toc463875080)

[Opis aktivnosti 4](#_Toc463875081)

[Seznam izdelkov 7](#_Toc463875082)

[Časovni načrt 7](#_Toc463875083)

[Načrt odvisnosti 7](#_Toc463875084)

[Analiza in načrt obvladovanja tveganj 8](#_Toc463875085)

[Projektno vodenje 8](#_Toc463875086)

[Opis konzorcija 8](#_Toc463875087)

[Finančni načrt projekta 8](#_Toc463875088)

[Reference 9](#_Toc463875089)

[Dodatek 1 9](#_Toc463875090)

# Motivation #tihana

We played this game a lot when we were children, therefore we would like to spread this traditional card game to the forthcoming generation. Nowadays when more and more people have access to the Internet we can only prolong tradition by integrating them into this new world of ours.

## Problem description and the suggeted solution

- problem analysis (description + reasons)

- Briscola – games (current state, main limitations, unused/new opportunities, risk analysis – expected risk factors, competition approach – why are we different?)

- short description/step-by-step of the suggested solution

- references (where are the data from)

- explain how our solution help towards solving the problem, why is worth investing into it, list of our advantages compared to others

# Project goals and expected results #leon

//As ive understood it this section is supposed to be empty otherwise id just have to copy paste the content ive written in the subsections below up here since its essentially a combination of the subsections.

## Goal description

The purpose of this project is to help preserve a traditional card game by digitalizing it. The goal is a funcitonal web application that enables anyone with a mobile device or computer and access to internet to play the traditional card game Briscola. This project should acheive more people playing Briscola as they do not have to buy a physical copy of the deck and do not need to find groups of people near them to play with – they are also able to play whenever they want with no planning needed. In case you only have a few minutes of time you likely wouldn't be able to play one game as you would have to find people to play with on a short notice. With our application however, you simply have to click play.

## Expected results

The concrete expected results are a functional web page/application. It contains a tutorial for teaching users how to play Briscola, a short version of the game's history should the user be interested in learning more about the game, a play mode where the user will be able to select whether to play 1v1 online (we will be using FIFS matchmaking) or play VS an AI opponent should the user so desire. It will also have an 'about us' page should the user wish to contact us or something similar. The web application/page will be done using HTML5, CSS3, Javascript and PHP. It will use the standard frontend/backend approach. It will be useable by most if not all modern mobile and desktop computers with any OS as all that is required is a web browser that supports currently used technologies and an internet connection.

# Project plan

## Introduction/general description #leon

We've decided that our workplan will consist of 3 phases each having many tasks in order to simplify developement.

The first phase is preparation where we will decide on product specifications, project risk management, training in information design, tutorial developement and front end (namely the webpage) design.

The second phase is coding where we will do the following; front end coding (webpage), testing and bugfixing the front end code, developement of game 1v1 logic, testing and bugfixing the game logic, back end coding (matchmaking system), testing and bugfixing the back end code (matchmaking), developing AI for the game, testing and bugfixing the AI, general testing and bugfixing, integration of all elements (backend, frontend, logic), testing and bugfixing integration.

The third phase is the 'finish' phase where we write the neccessary documentation, design a intermediate presentation, design the final presentation taking from the intermediate version and practice presenting it.

## Overlook of phases and activities

## Briefly describe the phases of the project and conduct activities for the entire project, which should follow the logical sequence of the project lifecycle. Tip: The project should contain 2 to 3 phases, which include more than 5 individual activities. Avoid the larger, longer lasting activities. In addition to the specific activities of a specified project, do not forget to activities Project management.

## Description of activities

In this subsection describing all project activities. The description of each activity should be placed in the table (the table if necessary, copy). Each activity should be reasoned and should include verifiable opening and closing activities, the anticipated duration of activity (number of calendar working days) and the expected volume of work, expressed in man-months (CM). Activity may, where appropriate, divide it into sub-activities and tasks.

For better transparency can describe any activity on a new page.

In the first table in red for example, an imaginary activity (the stated objectives, outcomes, milestones, job description ... have no real meaning, said they only help you easily imagine what falls under each item); Replace text with your appropriate text and change the text color to black.

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Table of activities** | | | | | | | |
| **Activity mark:** | **A11** | **Beginning date** | **2.11.2016** | **End date** | **4.11.2016** | **Duration** | **3 dni** |
| **Activity title:** | **Funkcionalne zahteve za arhitekturo** | | | | | **Activity scope** | **0,6 ČM** |
| **Goals** | | | | | | | |
| * Requirements Analysis of Architecture * Analysis of architectural solutions * Definition of basic requirements | | | | | | | |
| **Activity description** | | | | | | | |
| Members of the group will analyze functional requirements, with the result of a number of already known and widely used implementations of systems.  The basic guideline for drawing up the specifications for this architecture will require a clear architecture. | | | | | | | |
| **Dependencies and limitations** | | | | | | | |
| Activity A11 is the first activity in the project and has no dependencies. (OR: Activity A11 following directly the activities A0).  Milestone is a high-level definition of the requirements at the completion of activities. | | | | | | | |
| **Results** | | | | | | | |
| Certain functional requirements for architecture. | | | | | | | |

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| **Opis aktivnosti** | | | | | | | |
| **Oznaka aktivnosti:** | **A12** | **Datum začetka** | **7.11.2016** | **Datum zaključka** | **10.11.2016** | **Trajanje aktivnosti** | **4 dni** |
| **Naziv aktivnosti:** | **Predlog arhitekture** | | | | | **Obseg dela** | **0,2 ČM** |
| **Cilji** | | | | | | | |
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| **Opis dela** | | | | | | | |
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| **Odvisnosti in mejniki** | | | | | | | |
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| **Rezultati** | | | | | | | |
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**List of products #mia**

Description of individual products and at what stage they are ready. All products of the project Write down in the table below. Each of the important parts of the project ends with the product, which represents a concrete result and proof of the work done. Product may report prototype, conference or demonstration, book, specification, and the like. In cases where the product does not present the report but another activity, it is recommended to write the report no matter what (eg. For the conference as a collection of the material being presented; the demonstration as a brief technical description). Headlines results should be appropriately descriptive.

Product code to represent the sequence of development of individual products according to timeline of the project. Product designation, moreover, indicates the activities in which they arise. Code should consist of letters from and to the relevant product, for example, from 2.1 for the first product activity 2nd

The date the product was expected date when the product will be created. Nature of the product is the report (PO), services or goods (P), demonstration / prototype (DP) or other (O).

The table below shows the red already recorded one case of a product; Replace it with a suitable your product (and do not forget to change the text color to black).

|  |  |  |  |
| --- | --- | --- | --- |
| **List of project products** | | | |
| **Version** | **Name of the product** | **Release date** | **Product type** |
| IZ 1.1 | Specifikacija zahtev | 4.11.2016 | PO |
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## Timetable #valentin

## Only the individual phases and activities of the project in the form of roadmap implementation, which includes the estimated times of beginning and end of each activity, the duration of each activity, and the total time of the project. The roadmap should be in the form of a Gantt chart, it could also highlight the critical path.

## Specifically, indicate how long the project would take (the total number of working days) and how much work should be invested in it (the total number of cm).

## Dependencies #valentin

# The logical course of action and their interdependence display through network diagram, indicating the critical path. Use PERT-s chart or similar description.

**Analysis and Risk Management Plan #valentin**

Briefly describe the risk management plan, which should include the identification and description of the main risks in terms of successful implementation of the project, an analysis of their impacts, and a description of their monitoring and management.

# Project management #tihana

# Section should contain information on the organization and method of project management, mode of communication between the consortium members on the progress of work, mode of conflict resolution, how to ensure quality. It should include a description of the administration of the project, structure and method of decision-making, ways of cooperation and flow of information. The description should be consistent with the description of the relevant planned activities.

# Description of the consortium #tihana

Section should contain the description of the individual and consortium partner and its role in the project. The description should primarily answer the question why it is necessary and desirable participation of each partner in the project (its added value). Briefly describing the essential knowledge, scope of work and experience, which are essential for the successful completion of the project. Give the description of the conceptual and operational complementarity of partners.

Explanation: Description of the consortium is a very important part of every project proposal, because in a way, gives justification to the consortium qualified, without superfluous members (duplication of roles) and able to implement the project. However, in our case (with TPO) a description of the consortium is not meaningful and can be omitted (group of coursework consists of students who listen to this subject, and the composition of the group do not always look at the competencies of each student). Alternatively, you can specify individual members to participate in the project proposal, and their references (where projects have worked and what experience they have already acquired; projects in this context the seminar work in other subjects).

# Budget for the project #mia

In this chapter, the project budget. Predict resource consumption and associated costs.

Divide the cost of the project direct costs (labor, services, investment in hardware or software, operators) and indirect costs (the latter may also be a flat, eg. A flat-rate indirect costs amount to 20% of labor costs).

Provide costs for each activity separately. Use the table below.

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Financial plan** | | | | | | | | |
| **Version** | **Activity title** | **Activity scope (ČM)** | **DIRECT COSTS (in EUR)** | | | | **INDIRECT COSTS (v EUR)** | **TOTAL** |
| **work** | **service** | **investments** | **travel expenses** |
| A 1.1 | Funkcionalne zahteve za arhitekturo zahtev | 0,6 | 1.200,00 | 50,00 | 1.500,00 | 100,00 | 240,00 | 3.090,00 |
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# All direct costs in the table above, excluding labor costs, specifically rationale (eg. € 50 for registration of internet domain, € 1,500 for the purchase of a computer for development, € 100 for a visit to Maribor conference for two people, and the like).

# References

Provide all references that you used in the project proposal. Form should follow the examples presented below. The text of the references used in several ways: one [1], more references together [2, 3, 4], or refer directly to the author and his work, as proposed by [5].

[1] Avtor1, Avtor2 in Avtor3. Naslov članka. Naslov revije; 2008; 18(2). str. 1-5.

[2] Urednik. Naslov knjige. Založba; 2005.

[3] Avtor. Naslov članka. V: Urednik. Zbornik konference; 2004 junij 4-7; Kraj, Država. Založnik; 2004. str. 5-15.

[4] Avtor. Naslov knjige. Založba; 1995.

[5] Avtor. Naslov. Spletna stran; 2001. http://www.url.si/pot/dokument.html [11/11/2013]

# Appendix 1

In addition describe further the division of labor in the context of the preparation of this document. In the table, give all the tasks that the authors have not performed together (ie. Not equally contribute to the task). For each task, indicate how much work (in percentages) is in this task carried out by each of the authors. An example is written in red in the table. The head of the table, record the names of all authors. If necessary, a table and add new rows. delete columns.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Task** | **Tihana Britvić** | **Mia Filić** | **Valentin Hidasi** | **Leon Makorič** |
| Summary | 30% | 60% |  | 10% |
| List of products | 100% |  |  |  |
| PERT chart |  |  | 30% | 40% |
| Gantt chart |  | 100% |  |  |
| Risk management | 10% | 20% |  |  |
| ... |  |  |  |  |
|  |  |  |  |  |