Briscola Online

**Briscola**

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# 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.

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# Motivation #tihana

#prva verzija 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.

#tihanina verzija

There is no point in denying that the world we are living in has become digital. You can shop for clothes, furniture, order food. Books became ebooks, phones became smartphones. Practically everything has its online version. Including ourselvs. We make online profiles on social networks, we put pictures of our friends, families, activities etc. Everything is online and more important everybody. Since people nowadays spend a huge amount of time online socializing, studying, shopping, entertaining, we decided to make a contribution in this. Since we were children we loved to play Briscola. It is a card game that was traditionally passed on us buy our families and friends. To preserve this tradition we decided to make an online version of this wonderful game.

## Problem description and the suggeted solution

We have divided into 5 small challenges:

1. we are implementing one player versus another one

2. we are implementing a player versus AI version

3. we are making ''Learn how to play Briscola'' comic

4. implementing all together

Since the Briscola is a card game which all of us have played while we were young so we decided to make to create a fun version of the tutorial. We will design a comic in which we will explain every step of the decision making when you are playing Briscola.

Most of Briscolas online versions of this game have one option: player versus AI. While searching a bit more you can come across multiplayer versions. The most of this pages do not have integrated more versions inside. That is exactly why we are special. We will create something that is new but contains a lot of approaches that are being divided into several applications.

Also, our approach to ''Learning how to play Briscola'' is much more fun because it is different. Most of other sites poorly explain the rules through lines and lines of text. And we all know how that can be inefficient.

Another advantage we are going to have is a registration free website. Nowadays, almost every site needs a registration, needs information which users are tired of giving. That is exactly why we are creating this registration/login free website.

We are providing simple solutions to all of 5 problems in one.

With all of these advantages and modern and fresh approach we believe that more and more people are going to use our application. Also, since it is extremely simple and low key, it provides a really good background for turning it into desktop or mobile application someday.

One of the biggest Risks for our project is the Schedule Risk. What happens if we do not address schedule properly. Or in other words, if we miscounted the time off work we need per product and therefore the time for a project ending.

Then we are facing resources not tracked properly (staff, systems, skills of individuals etc). We decided to split work based on our skills. What if someone overestimated their skills. What if they need to use a software that is not inside the budget and do not know another way for finishing their part.

Also, we face a failure of not having enough investments. For example, one of our team members needs a software and another one needs a new computer to run their software. So there is a big risk of not having investments and eventually money to buy it.

Another example of budget risk comes directly from this. Let say we buy a new software and a new computer but miscounted the rest of costs. We are left with empty budget and still have costs to cover.

The risk of having people sick or injured is a pretty big and real problem. In a case of this risk our schedule changes, the working hours of other team members are being longer, we may even not finish the work until the deadline.

Finally, we are always facing Operational risks. This is what happens when if have no resource planning, not good communication in the team, failure to resolve our individual responsibilities, etc.

Our solution to all of these coming ahead risks are to try to be prepared for them. We are very careful with our costs, we have communication on daily basis, and video conference on weekly basis. We have divided into groups so that every team member has its backup that can do the same coding as the sick member.

- 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

Describe the purpose of this project, it's goals and expected results.

What should this project achieve?

What are the goals of this project?

Which are the results of the project and are they measureable? Why are they relevent?

## Goal description

goals + suggested solution (describe)

## Expected results

Sub-chapter should contain a description of the expected concrete results of the proposed project. Results should be specific, measurable, achievable, given available resources and realistic given the time.

Provide a project that will be completed no later than 11 January 2017, that is expected to last about two months. The amount of work on the project to be 2 to 3 (person per month) depending on the size of the group.

# Project plan

## Introduction/general description #leon

## This subchapter includes an objective description of the work plan of the proposed project, focusing on the methodology and standards. Work plan should be divided into individual project phases that follow the logical sequence of the project lifecycle.

## 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** | | | | | | | |
|  | | | | | | | |
| **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

# We are using Github as a way of sharing and working together on the same project without overlapping mutual parts of coding. Each team member is having his own branch where they will be uploading their work. There will be two groups of work on our project: back-end and front-end.

Mia and Leon will mainly be doing back-end and Valentin and Tihana front-end.

We are also using Discord for video chats and having weekly online conversations.

Firstly we are doing the skeleton of over project. We are putting keynotes of what has to be done before something else. For example an implementation of 1 vs 1 and user vs AI versions. Since it will be coded and integrated by two different persons we need to establish who will be doing work first, and who will upgrade the first version. That is why we have our team leader Mia Filić and all of our product finishes go through her. She also makes sure that the work is split equally through all the team members and that everything is finishing on time.

# 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

Tihana Britvić, 23, is an Eramus student from Croatia. Finished Faculty of Science at the University of Zagreb in 2015. and applying for the master in Computer Science and Mathematics she came to the University of Ljubljana to finish her last year. She will be doing front-end with Valentin and the most of the project management on the project. She has knowledge of JavaScript, PHP, Jquery, Jason, HTML and CSS so for that reason she will be doing front-end.

Mia Filić, 23, is an Eramus student from Croatia. She is the leader of this team. Mia has finished her bachelor education in 2015. at Faculty of Science on University of Zagreb after which she applied for the master in Computer Science and Mathematics at the University of Ljubljana. She will be doing back-end with Leon, mostly concentrating on one player versus another player part. The reason why she is doing the mentioned part of work is her knowledge of Java, PHP, C, and C++.

Valentin Hidashi, 21, is also an Erasmus student. He is from Hungary. He is on a bachelor study at the University of Ljubljana. He used to work with HTML, CSS, JavaScript and SQL which he would like to perfect. For that reason, he is working on our front-end. He is really creative and wants to learn new technologies, which are prefect characteristics for our main front-end developer.

Leon Makorič, 21. He is the only non-Erasmus student in the group. He is studying for Bachelor at the University of Ljubljana at Faculty of Computer Science. He is most familiar with Java, Python and PHP and wants to learn how to implement an AI programme which is the main reason why he is doing the back-end part, with the accent on coding player versus AI part.

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.

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| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **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% |  |  |
| ... |  |  |  |  |
|  |  |  |  |  |