ITEC4450 Fall 2015

Group Project

This project is to develop an online game to be used in the Biology class. The game is called prisoner’s dilemma.

# Stage 1: Create static pages for the website

After the first meeting with the client, here’s a rough draft of the requirement document.

The basic functions for the players:

a) Online registration, all players will be required to register before they could play the game. Demographic data(age, gender, ethnic group, anything else, talk to the client.) will be collected during the registration process.

b) Login, a player must login before they could play with another player.

After login, a player should have these options

My Profile | Who’s online | Play Game | Check Score | Logout

d) Score system, each time the score will be stored in the database, accordingly a player should be able to check the score of him/herself and his/her opponent according to details specified by the client.

e) Logout, a player should logout after they finish playing.

For the administrator, the system should have the following:

a) Login/logout

b) Choose playing mode

c) Check/display score of all players

d) Be able to export the data(player and score) from the database.

Our client, Dr. James Russell, will come and visit the class on 9/14. Please present the static pages with some dummy data/result. Keep a record of questions you have for the client, list those questions on our wiki page to eliminate duplicated questions as a class.