Project proposal

2018, 2nd semester, System Programming project  
https://github.com/JeongJuhyeon/SysProg-Typing-Game

# Team name

creat(“team”, 0755)

# Team members

Han Seong Geon: Lead documenter, developer  
Jeong Juhyeon (Max Wiersma): Team leader, software architect  
Kwon Geon: Trello maintainer, developer  
Lee Ganghyeok: Lead developer

# Project description

A typing game where the player has to type falling words before they reach the ground. The Curses library will be used for the GUI. Among the things we’ve learned thus far during the course, system calls related to signals & alarms, file handling, terminal connection control and the Curses library will all be used.

# Project schedule

Week 1, Nov 5 – Nov 11: Internal functions, e.g. word loading, linked list, everything required for basic gameplay except drawing things on the screen  
Week 2, Nov 12 – Nov 18: Gameplay interface, drawing the words, etc. on the screen. At the end of this week, basic gameplay works.  
Week 3, Nov 19 – Nov 25: Splash screen, menu, settings, levels, save/load. Debugging.   
Week 4, Nov 26 – Dec 3: Finalizing the project, preparing the report, video and presentation.  
Dec 4: Submission deadline.  
Dec 5: Presentation.

In case we end up ahead of schedule, we have stretch goals we can work on such as power-ups and the ability to pause the game.