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| **BDG - Dinnergeddon** | |
| **Student names** | Stefan Nikolaev Borisov  Linda Augustina Carolus Fuchs Alexander Ignácz Stefan Jõemägi Dimitar Bogomilov Pilyakov Nikola Anastasov Velichkov |
| **Title (initial)** | Dinnergeddon |
| **Subject** | Best Design Group (BDG) has been contacted by Worst Production Company (WPC) with a request for a retro game. WPC wants a demo of a game that shows a concept of zombies going rogue in a dinner show so that they can see how their customers would react to it.  WPC has requested BDG to create a web application to go with the game so that players could sign-up for a dinner show specifically with their friends. Furthermore, the company can only afford one server. |
| **Problem / Problem area** | Due to the company’s limited resources, storage space and server architecture will have to be taken into consideration. As there would be multiple connections to the server, concurrency would have to be accounted for. The company wishes to use a website so that users will be able to download their game, register and reserve spaces for the game online. |
| **Problem statement** | * How does BDG create software which is built using C# (.NET framework) and incorporates a client-server architecture with WCF within five Scrum sprints?   + How is a seamless user experience using WPF for a dedicated client achieved?   + How is a seamless user experience using HTML, CSS and JavaScript for a web application created?   + How are possible concurrency issues which can occur in a multiple user environment solved? |
| **Method / procedure** | During the project, Scrum and XP will be used as the main development methodology. For the back-end, C#’s WCF service has been chosen as a means of connecting to the web application and the game itself. The web application is going to be developed using various web technologies consisting of HTML, CSS and JavaScript primarily. The user interface of the dedicated client will be developed using WPF. The database will be created using Microsoft SQL. |