Project Proposal Form

Team Name: Cobol boys

Members: Xerxes Tarman, Charles Moreland, Christopher Costa, Logan Kinch

Section: 1

Please use the following pages to give us an idea of what you would like to work on this semester. Be descriptive as possible – we would hate to turn down an awesome project or give you too hard of one because we did not understand it! Projects approvals or rejections will be given in the following lab.

Project Option #1

Project Title: Solitaire

Project Description:

We will use a normal 52 card deck to create a game of solitaire where there are 7 cards across the top and the blind cards get bigger as it goes from left to right. (ex: first column will have 1 card, 2nd two, 3rd 3, etc. Until 7) there will be 4 spots for the aces to go first so the rest of the suits can follow (ex: Ace diamonds, 2 diamonds on top). The rest of the cards to draw from the pile will be drawn in 3 where the first card must be played before the next 2 can be touched. Game ends when all cards from deck are played and there are no blind cards underneath the stacks.

Each suit will have their own class. We will use unity and C# to create the game. There can be a timer and score where a leaderboard will be created.

Difficulties:

Understanding the logistics of the game and how to get each card to where it needs to be. Keeping the game state. Configuring the score to have leaderboard

Outcomes:

We will learn how to collaborate as a team and get us more involved with class interactions.

This project will also give us a better understanding of game state and will teach us how to program in C# and use the Unity game engine.

Member Roles:

Xerxes: Programer /3d artist

Charles: Programer/Ui design

Christopher: Programer/ Game Logic

Logan: Programer/ Game Logic

Features:

A fully completed game of solitary and will take place inside a 3d environment. The game will also have a scoreboard stored on the disk.

Project Option #2

Project Title: Online Checkers Tournament

Project Description:

The website where a group of players within a certain range (like around campus) can get on to the website and play a game of checkers against another user.

Difficulties:

- Design a user interface to display the game of checkers
- Creating a back end service that can orchestrate a game of checkers
- Learning Javascript, Node.js, Vue.js
- Deploying the website to a cloud provider like AWS or Azure

Outcomes:

A more profound understanding of web and backend server development. Experience in creating and deploying a Crud application.

Member Roles:

Xerxes: programing/backend

Charles: programing/backend

Christopher: programing/front end

Logan: programing/front end

Features:

- a fully online game of checkers playing against another user
- Matchmaker that tries to create games with available users.
- Responsive user interface

- A winning streak stored on the server displayed for each user by Ip address

Project Option #3

Project Title: Texas Hold Em’ (App or Website)

Project Description:

This game will be like the last project where it is on a website and anyone within a certain radius can play Texas hold 'em against. THERE WILL BE NO MONEY INVOLVED. They get chips and can find a table they want to play at and compete against real time players. Use a 52 card standard deck.

Difficulties:

Creating A backend server that can handle hosting a game of Texas hold 'em with users in real-time. Developing an intuitive user interface. Learning javascript frameworks like Node.js and Vue.js. Programming the networking logic necessary for the game.

Outcomes:

A more profound understanding of web and backend server development. Experience in creating and deploying a Crud application.

Member Roles:

Xerxes: programing/backend

Charles: programing/backend

Christopher: programing/front end

Logan: programing/front end

Features:

- fully online game of Texas hold 'em
- Leaderboard
- Responsive User Interface