**SE 186X: Design Document**

*Week 3*

(You can use your project proposal document for some of this)

Team Name: Cobol Boyz

Team Members: Logan Kinch , Xerxes Tarman

Section: 1

Project Name: Online Checkers

Project Description (2-3 sentences):

**Design**

Language(s)/Platforms/IDEs you will be using:

**Javascript**

**Node.js**

**Express.js**

**Vue.js**

*Briefly describe the scope of your project (how big/small, number of features, etc):*

Features:

1. Server
2. Sign in to keep track of score
3. Realtime gameplay (person v. person)

Outcomes:

1. Having a functioning website that can run a game of checkers between two players.
2. Experience in creating a deploying a Crud application

Potential Difficulties:

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

Demo Checkpoints (what should be done by these demos):

1. Week 6: Game schematics
2. Week 10: Leaderboard and score
3. Final Demo: The game is online

Resources links that will be used (websites, videos, documentation, etc):

1. Stack Overflow
2. Marcus and Steven
3. Youtube

**Teamwork**

Division of labor:

|  |  |
| --- | --- |
| Name | Responsibilities |
| Xerxes | Programming/back end |
| Christopher Costa | Programming/front end |
| Charles Moreland | Programming/ back end |
| Logan Kinch | Programming/ front end |

How will your team be communicating:

**Discord and reserving a work room at the library**

What is the plan if your team/individual(s) are virtual:

**Discord or zoom meetings**

Meeting outside of class may be necessary if you run into issues or get a little behind. What is one additional time during the week that your team could meet?

**Anytime Friday before 12 or after 1**

Sketches/diagrams (of interfaces, game levels, website pages, etc):



Additional Planning Notes (backup ideas, extra features, etc):

**The game will not be online if we cannot get it to work online**

**Maybe add another game if it is not online**