Our GTA approved Requirement Engineering artifact was a User Story describing how a user would play the game.
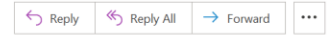
Re: EECS 448: Group 14 Project 3 prototype approval

M V, Madhuvanthi
To Gustanto, Christopher; Boddi Reddy, Sushmitha
Cc Burmaster, Gage S; D'attilio, Dom; Schmalz, Logan James; Parrish, Brett

↩ Reply   ↩ Reply All   → Forward   ⋯

Tue 10/26/2021 9:39 PM

Yes, that works too.

Regards
Madhuvanthi M V

From: Gustanto, Christopher <cgustanto@ku.edu>
Sent: Tuesday, October 26, 2021 3:22 PM
To: M V, Madhuvanthi <madhuvanthi.mv@ku.edu>; Boddi Reddy, Sushmitha <s871b370@ku.edu>; Boddi Reddy, Sushmitha <s871b370@ku.edu>
Cc: Burmaster, Gage S <gsburmaster@ku.edu>; D'attilio, Dom <ddattilio20@ku.edu>; Schmalz, Logan James <loganschmalz@ku.edu>; Parrish, Brett <bcparrish@ku.edu>
Subject: RE: EECS 448: Group 14 Project 3 prototype approval

Hello again,

We've changed our initial prototype idea because the math needed to implement the map projection was much more complex and involved than we initially thought. Our new idea is to make a game of Deal or No Deal, where the player has a briefcase and can choose whether to keep the briefcase or accept the dealer's offer. The player's goal is to win as much money as possible but the amount of money in their briefcase is unknown until the end of the game. They can also choose to reveal or swap with other briefcases. The dealer will make multiple offers that can increase in value based on what prize amounts have already been revealed during the game.

Thanks in advance,
Chris