Group #5: The Programmers Who Say C

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**Fill In The \_\_\_\_\_\_\_!**

**A Multiplayer Card Game App for Mobile Devices**

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**1. Summary:**

This section will briefly summarize the report. It will contain information such as the app we wish to produce, a brief listing of technologies and platforms we will develop with, our team dynamics and management and other such information.

**2. Introduction:**

* Opening
  + What is cards against humanity
  + Problems with the card game
  + Why an app

On December 1st, 2010, a new campaign launched on kickstarter by a small group of developers hoping to finance the creation and distribution their card game, Cards Against Humanity. Within 2 weeks the campaigned reached its initial goal of $4,000.00, and by the campaignes conclusion on January 30th, 2011 had raised over $15,000 dollars just under %400 percent of its original goal. In May of 2011 Cards Against Humanity officially released and was quickly met with positive reviews and astounding sails, becoming the number 1 selling game on Amazon. Critics gave glowing reviews for the game, praising it’s simple premise and humorous gameplay. Thrillist praised the game saying it’s “the game your party deserves”(source) while the Chicago Tribune claimed it was “Simple, yet well-executed”(source). However not all of the reviews were positive. The BaordGameGeek rated the game 6.48/10 stating the crude and politically incorrect content of the game offensive to certain audiences. Even the A.V. Club, which game the game a positive review and that the game was “pretty amazing” was quoted as saying it was “a sort of Apples To Apples for the crass and jaded”(source). The physical attributes of the game itself would also prove to be a problem. Although many people enjoyed the game despite it’s offensive content, in our fast paced society getting the time and people to properly play the game is quite a challenge. Organizing 3+ players, finding a time and place to host the event, and ensuring the cards themselves are in a playable condition all detract from the gaming experience. Our team wishes to create a product that encapsulates the free spirited fun of the game, while making it more accessible to others through ease of access and non-offensive content. We seek to create an application for mobile devices, such as Android, that provides an interface for player to easily connect to others and play the game on their schedule, as well as provide unique gameplay experiences.

**3. Customer Values:**

What does customer want? How will he/she benefit from our product

Tyler – similar products

Mike – mobile advatages

Tyler-What we’ll do differently, features minimum and stretch goals

Tyler-Meaures of success

Tyler-Friendly UI, customer expectations

**4. Technology:**

Mike – unity, c#, client, .net sockets, sprites, GUI, unity process block,

Travis – python, flask, server, IP, server block

Tyler – UI layout and accessability, general gameplay flow

Mike – game features

Mike- Visual studio

**5. Team:**

Team:

Each of us - Personal bios

Tyler-WE CAN DO THIS

**6. Project Management:**

Project Management:

Meet up Monday,Wendesday Friday for 15 minutes to update

Meet up Monday Friday afternoons to discuss project in-depth

**7. Reflection:**

TBA

**8. Works Cited:**