**CS 319 PROJECT DESCRIPTION (1-Page)**

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| **Team No & Name** | 14  Dirty Coders | | | |
| **Project Name** | Dirty Seven Card Game | | | |
| **Describe who will use this software? Is it a software for real people or for organizations? For real persons which type of person is the user? Are there multiple types? For organizations describe the organizational setting that this software is used in, including the types of users, and their roles in their organizations.** | | | | |
| This project will used by people who wants to play card game dirty seven. This game will be for 2 to 8 players. One of them will be real person who will play against bot or bots designed by us. User could select with how many players he wants to play | | | | |
| **Describe the major functionalities of the proposed system. What would you use this software for? Is there an important set of inputs and outputs? Are there any terminology or vocabulary for the use area?** | | | | |
| We will design android based game application. This game will be Dirty Seven ("Pis yedili") card game which is very popular in worldwide. Our game will be in 3 languages, we will have Turkish, English and Russian option. The reason why we use several languages is that, every language has its own terminology in board games. That is why, it will be easier for different nations to play game with fun. Bots of our project will have 3 levels which are easy, medium and hard. Main goal of project is help people to have good time whenever they have spare time. | | | | |
| **How many different detailed features do you think this system will have?** | | | | 8 |
| **How many of these features will be critical to define the system?** | | | | 3 |
| **What types of user mistakes do you expect?** | | | | |
| Users could make mistakes while placing card such as they may place wrong card, also, they may want to play before their turn. | | | | |
| **What other types of problems could this software experience?** | | | | |
| If player will be playing advanced so that he could easily beat the bot. | | | | |
| **Other than basic functionality, how would you differentiate low quality and high quality software in this project? How would users differentiate?** | | | | |
| To begin with, those types of games mostly rated for their rate of bots and GUI design. Firstly, our game must have bots that fits to difficulty levels properly, since, after while people will not play game if they become master and our bots are easy to beat On the other hand, they must not be very advanced so that people could not beat it. Secondly, our GUI design have to be appropriate to board game ambiance. Therefore we have to make it in shape that people may feel as if they are in game house for this game. | | | | |
| **Other than users of this system, who would be interested in this software project’s success? Is there a way they could contribute to its success?** | | | | |
| Lovers of this game could help us develop our application in terms of bots quality and bugs Since, they are the ones who will play game mostly. Also, playing cards printing companies could be interested in us, we may use only their designs in our games for ads purposes they could contribute us in economic terms | | | | |
| **How would you rate the size and complexity of this software? From very small to very large, and from very simple to very complex, how would you qualify the project?** | | | | |
| **Size** | large-medium | **Complexity** | large-complex | |
| **What are the major technologies for this software? Are you familiar with the technologies you need to use for this project? Have you completed a project that uses these technologies? If not how will you learn about these technologies?** | | | | |
| We will use java (android) for our project, also, as a tool we will use Android Studio. Some of our group mates have experience in android, however, other part has no experience. The one with experience have done some applications during his internship period. | | | | |
| **Suppose you gain access to a partially completed project in the same field. How would you reuse the code from that project?** | | | | |
| We would use algorithms that used to control bots in game and reuse of soudns would be beneficial. Furthermore, we could get card designs of them to make game attractive. | | | | |
| **Can you estimate the total number of hours to work on the project? Would this be distributed exactly the same on your team members?** | | | | |
| We think it will take nearly or above 180 hours. Since we have to learn new concepts. Such as some of us have no experience with android. That is why, it will be depended on our learning time for new concepts. | | | | |