

## Proposal For ESP Game

### Team:

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### Task Division:

#### Student 1:

User Part, including:

User Registration

Top pairs

#### Student 2:

Data Part, including:

Data Storage

Data Access API

#### Student 3:

Page Part, including:

Index Page

Register Page

Game Page, etc

#### Student 4:

Game Part, including:

Game Logic

Game Handling

Advance Features

### TimeLine:

#### Step 1:

5/11/2011 : Use Case Analytics and Page Style Design

#### Step 2:

5/23/2011 : Use Case Redesign , Detail Design ,Data Storage Design and Page Building

Step 3:

6/1/2011:Basic Feature implementation and test.

Step 4:

6/12/2011:Advance Feature implementation and Project demo build.

Preliminary Design:

The player register for the game, then redirect the page to the index and show the top pairs. When start play , get an page from the server and the lables exist in the system. The next this player login to this system. The system where show the history of his game and record.

The system bound design:

