

# Requirements, Design, and Plans

Group 16

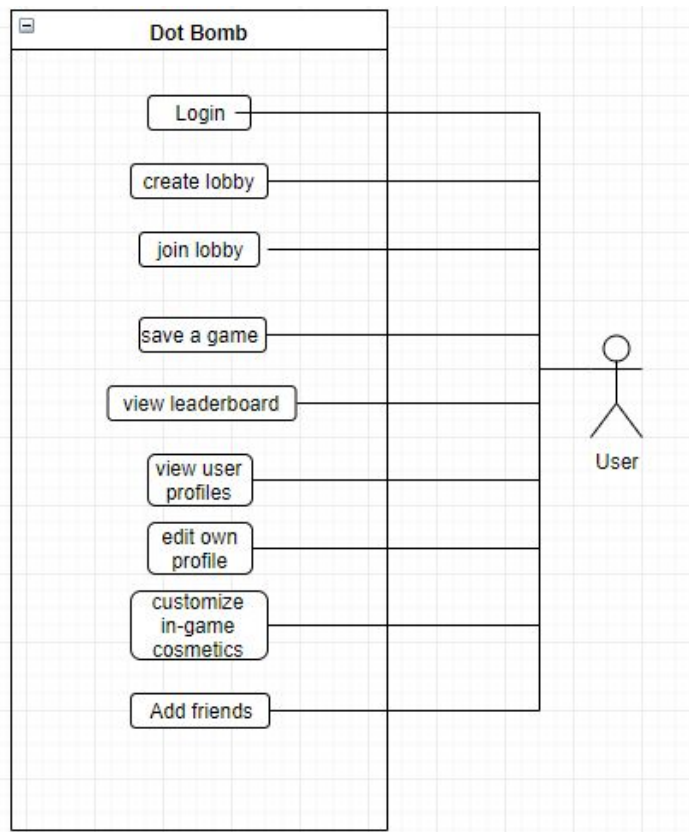
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# Sprint Plan

Week Of	Sprint Tasks
2-Apr	Front End (the base game itself)
9-Apr	Complete two player game, all basic features implemented
16-Apr	Implement Server/Client communication, maybe work ahead
23-Apr	User Login, profile, win/lose streak, leaderboard
	Demonstration #2
26-Apr	TAs inspect Meeting Minutes document and record absences.
30-Apr	Friend list, chat, chat commands, last spot different color
7-May	Lobbies, chat in lobbies, tutorial
	Final Demonstration
10-May	TAs inspect Meeting Minutes document and record absences.

# Software Requirements

# High Level Design



# Configuration Management Plan

Version Number or Label	Features /Bug fixes Included in version	Remarks
Early access	Basic mechanics of the game with no customization	Administrators only
0.8	Additional functions added like color selection.	Public local
0.9	Login capabilities, profile page, and chat commands.	Online version
1.0	User can add friends and join lobbies.	Full version