

CSE 201 Sprint Plan Document

Team Member Names

Group 16 - Nicole Roark, Dante Wu, Lei Liu, and Robbie Ritchie

Team Project Title

Dot Bomb

Project Description

We are creating a multiplayer online game that we will be hosting on a server. The object of the game will be to fill the entire board with your player color. Users will take turns selecting a circle to place one of their dots. If the circle has n number of neighbors, once that dot has $n+1$ dots in it, the dots will overflow into the neighboring circles. This is how a user can 'take over' other players' circles. Once one player fills the entire board with their color, the game is over. We will allow users to login and have an account which will let them save unfinished games and have a win/lose streak. While in a game, users can change their color and shape of dots. They can also choose from multiple board layouts before a game starts.

Sprint Plan List

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
26-Apr	Demonstration #2 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
10-May	Final Demonstration TAs inspect Meeting Minutes document and record absences.