1 Outplayed Team Members

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2 Outplayed Project Overview

Outplayed is a website/platform where users are able to play head to head games against others. The games are made to be very short, typically less than 30 seconds. There are profiles that display a users information and game statistics, as well as their rank using an ELO system. You can either enter a games match making queue to find an opponent or chose to challenge a friend.

3 Tech Stack

SvelteKit is a full-stack framework that will be used to build out both the front-end UI and the back-end servers and API's

MongoDB will be used as our database solution to store user information and other data used

GitHub for version control and repository management

4 Project Semester Plan and Goals

Project Rebuild - As is, the project is very bare bones, as well as thrown together. We hope to rebuild the project and give it better structure and make it more user friendly.

Unfinished Work - This project has been run for one semester previously, we would like to finish the features that were unable to make it before the semester deadline.

Match Making - We would like to add in real user match making into the games currently implemented.

ELO System - Along with match making we would like to add in an ELO system for users in order to give them ranks to strive for as well as a leaderboard on the platform.

5 Goal Timeline

January - Logistics and team onboarding

Febrary - Getting Ruben up to speed with SvelteKit and existing codebase. Team starting code rebuild and switching database to MongoDB

March - Finishing rebuild, moving on to new features

April - Finishing new features and preperation for final presentation