

RCOS Project Proposal - Outplayed

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 random opponents online or with a friend. The games are meant to be very short, typically lasting less than 30 seconds. The result of each game impacts a players profile. The profile displays the user's online information and game statistics, as well as their rank using an ELO system. This rank will be based off of how the player has done in their previous games. You can either enter a games match making queue to find an opponent or chose to challenge a friend. These games will be short, however will also challenge the mind. These games include pattern memorization, number memorization, typing, and reaction time.

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 doesn't have many features and is thrown together. We hope to rebuild the project, restructure the code and Github, and add in new features such as games, ELO, and match making. As for the front end, we want to give it better structure, make it more user friendly, and easy to navigate.

Unfinished Work - Along with adding new features, we would like to finish some of the work that was already started. This project has been run for one semester previously, and we would like to finish features, such as different games, that were unable to be finished before the semester deadline.

Match Making - We would like to add in real user match making into the games currently implemented. This would expand what the user can do on the platform and can increase the competitiveness.

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. This gives users another incentive to work towards in the long run, rather than just aiming to win one game at a time.

5 Goal Timeline

January - Logistics and team onboarding. Reviewing code and restructuring the Github

February - Getting Ruben up to speed with SvelteKit and existing codebase. Team starting code rebuild and switching database to MongoDB. Finding bugs in previous version and finding what needs improvements or needs to be deleted.

March - Finishing the rebuild and restructure of the main code, moving on to development of the code for the new games, matchmaking, and ELO system.

April - Finishing new features and preparation for final presentation