

1. Introduction

- a. Scope and purpose of document: In this document is the general plan for the entire project. First is the system scope which is pretty much the scope of the project. It includes the goal of the project, the system capabilities and the system context. Next is the schedule which is the schedule we have for the project. This includes the order and dates in which we want to complete aspects of the project. Then there is staff organization which is how we organize ourselves such as when we meet and who is working on this project. Finally, there are tracking mechanisms which we will use to track this document. This includes our regular meeting times. The general purpose of this project plan is to be able to smoothly and efficiently complete our objectives for this project.

Our application is called Pyramid. It is a solitaire app with a little extra functionality. We have mode selection which will allow the user to change from different types of solitaire. Next we have difficulty selection which allows the changing of difficult for the user. Next is daily challenges which the user can complete for rewards. Then there are theme changes which allows the user to personalize their solitaire experience. There is also a function that assists the user in making a move. Finally, there are tracked stats which allows the user to view statistics like playtime or total wins VS losses.

b. System Scope

i. **Ben Dellaripa**

The goal of our project is to provide a user-friendly way of presenting a fun game that can be used to play for fun, kill time when bored, or even potentially have friendly matches against friends to see who can win the fastest or get the highest scores. Solitaire is a pretty common game to most people which allows us to gain traction with people who have heard of / played solitaire at some point in their lives. Most people know the most basic form of solitaire which is Klondike which would allow people to move from Klondike to Spider and Pyramid solitaire. Taking advantage of the fact that most people have played solitaire once in their life allows us to capitalize on a common game that most people know how to play and can expose them to the other forms of solitaire they probably don't know about.

ii. **Hunter Peach**

By creating this application our company/team hopes to achieve a fun Solitaire

experience. Whether our user is taking a break from work or waiting to be seated at a restaurant, we want them to have a pleasant experience because they were using OUR application. We hope to achieve a wide audience this way and also with our added functions which add personalization and support for new or returning players. We hope to achieve the cure for boredom for our users when there isn't much else to do while they are waiting around for something.

Our application is all about the user experience so it has many benefits for them. These include personalization, entertainment, in-game support, ease of use/difficulty and variety. Personalization will allow the user to feel like the app is theirs. They will be able to choose different themes and colors to make them feel that way. Entertainment is the main function for the user. This is why it is a game of Solitaire; so the user can have fun. In-game support is for the new or returning player. New or returning players can activate a support function that will help them make a move in Solitaire. Ease of use/difficulty allows the user to choose which difficulty they would like so they can have a smooth and fulfilling experience with our app. Finally we have variety which allows the choice of different modes. These modes will allow the user to choose among them and play what they want to play.

iii. **Hunter Peach**

1. **Mode Selection:** This function allows the user to choose among different modes of Solitaire such as Klondike, Spider and Pyramid. This adds to the app being "Full" and adding to the user experience when it comes to fun and replayability. This will appear before the user selects their difficulty setting.
2. **Difficulty Selection:** This function allows the user to select which difficulty they want after selecting the mode. We will have 3 choices of difficulty, Easy, medium, and hard. This makes the user experience more enjoyable and smooth.
3. **Daily Challenges:** This function allows the user to complete daily challenges. These challenges will have an in game objective and the player will be awarded when they complete them. This also gives the player a general objective then they play on each day.
4. **Themes:** This function will allow the user to personalize their app. The themes will have different colors and designs which the player can choose

from so they can make the app feel like theirs. They may also be able to earn themes if we decide on that functionality.

5. **Move Assist:** This function allows the user to activate an in-game assist that will help them make a move. The assist will work by highlighting a card green or red (Whether the move is possible or not) once they have a card selected. This will be especially helpful for new or returning players.
6. **Tracked Stats:** This function allows the user to check their all time stats. They will be able to see their total playtime, games won VS games lost, challenges completed etc. This is a quality feature that doesn't add much to the fun of the experience but will allow the user to look back at what they have done which can provide a positive feeling.

iv. **Juan Vargas**

c. **(2). Everybody**

d. **(3) Ben Dellaripa**

Hunter Peach is the team leader but we usually run with general consensus on everything. We stay organized between both Slack and a Discord group chat.

e. **(4) Juan Vargas**

The ways we plan on keeping track of everything and what needs to be changed is via our weekly meetings as we discuss who's doing what and what to be done during a certain date and how long it should take, on top of that we use this weekly meeting to make sure everyone is doing their part.