Team 3 Project Charter

**Team Members:**

Joseph Chen, Christopher Hyman, Trenton Reeves, Michelle Song, Richard Stump, Nicholas Zogbi

**Project Title:**

Next Level

**Problem Statement:**

Making games can be complex and intimidating, especially to a beginner or layperson. Whether from scratch or with an engine, there is a steep learning curve, and producing one requires immense dedication and effort. Furthermore, some people may even just want to play from a large library of custom content. Next Level is a platforming game which provides users a simple means to create their own levels/assets, share them, and play content curated by others while being easier to use than alternatives since it requires no coding, minimal effort, and not as much creativity due to preprogrammed rules and usage of prebuilt and shared assets.

**Project Objectives:**

1. Build a graphical application for the user to edit levels, upload assets, and play others’ levels
2. Allow users to create their own levels to play
3. Allow users to play levels created by other users
4. Allow users to upload and/or edit custom assets to use in their levels
5. Allow users to utilize assets share by other users via an online repository
6. Implement a system that lets user rate the levels they play
7. Implement a system that uses level ratings and play history to recommend levels

**Stakeholders:**

Users: People who want to play games and create their own game levels and   
 characters with ease

Developers: Joseph Chen, Christopher Hyman, Trenton Reeves, Michelle Song,   
 Richard Stump, Nicholas Zogbi

Project Manager: Jakob E. Hain

Project Owners: Joseph Chen, Christopher Hyman, Trenton Reeves, Michelle Song,   
 Richard Stump, Nicholas Zogbi

**Deliverables:**

* Java-based client using Gradle, libGDX, and Retrofit, allowing users to create and play custom levels and/or upload assets
* Utilize postgREST as a server
* Utilize a postgreSQL database to store and query information regarding user made content
* Utilize docker to package and deploy server software.
* Utilize JUnit to facilitate unit testing of client features and REST request tests to test the server