**Team number:** 3308SP21\_section012\_4

**Team Name:** Team Bald Sox

**Team Member Names:** Nicholas Burton, Eric Prologo, Samuel Lundstrum, Griffin Van Anne

**Application Name:** Bald Sox Game Center

**Application Description:**

         For our application, we will be producing a webpage-based game service that provides an assortment of games that users can play and compete in. This application will have the ability to store users’ accounts and data so that they may track their progress and improvement in their games. Our webpage will consist of two games, chess and checkers. While playing these games, players will play against other people. Over time, users will earn in game currency allowing them to unlock different designs for their game boards and pieces. Some pieces can be earned by also completing certain rare achievements so that players can boast their prestige to others in game. Players will also have the ability to track their in game and career statistics to see their accomplishments and development in our games.

         Overall, the aim of our webpage is to provide entertainment to our users. We strive to give users a fun, competitive experience in our games. Users will be able to compete against others while trying to consistently improve their in game statistics. Our hope is to create a webpage that will constantly draw users in to enjoy playing with others so that we can develop a community of friends online who can enjoy friendly competition.

**Vision Statement:**

To create the best platform, that will build a friendly and connected community through a fun yet competitive atmosphere.

**Version Control:** <https://github.com/CSCI-3308-CU-Boulder/3308SP21_section012_4>

**Development Method:** The software development methodology our group is planning to use is an agile/scrum method.

Link to our Jira Board:

<https://csci-3308-spring21-04.atlassian.net/jira/software/projects/B04/boards/1>

**Communication Plan:**

         Other than using GitHub our group plans to keep constant communication through the GroupMe messaging app. By using GroupMe, our group will be able to have effective communication and be on the same page during our project planning and production. Our team is also planning to use Google Docs to communicate and share documents that require every group member participation. Through the use of Google Docs, our group will be able to efficiently collaborate on documents in real time without having to worry about merging all of our work individually. This will eliminate merging errors and the possibility of missing work on documents pertaining to our project. In conclusion, using both of these applications will allow our group to stay connected and on top of our work during the development of our project.

**Meeting Plan:**

-         Group Meeting:

o   Day/Time: Sundays 2pm-4pm

o   Mode: Group video chat (Zoom)

o   Location: From our homes due to social distancing

-         Group Meeting With TA:

o   Day/Time: Mondays 1pm-1:20pm

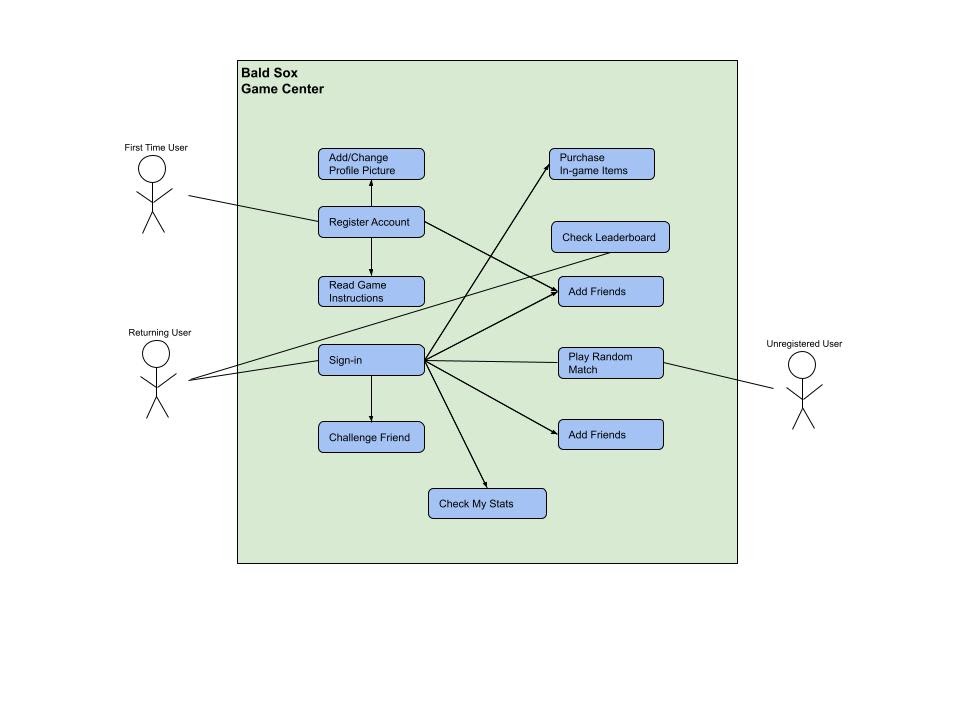
o   Mode: Group video chat (Zoom)

o   Location: From our homes due to social distancing

**Proposed Architecture:**

We plan to host our website using Heroku and code our board games in java. Since Heroku supports Java, it should not be that hard to deploy our board games onto the website. We also plan to keep track of users statistics, which we plan to store in the heroku database.

**Use Case Diagram:**

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