# Project topic and SOTA topics form

Students should fill in this form and upload to the given link before the end of second week.

Notes:

1. Project groups can refine the title of the project during the development, but big changes on scope are not encouraged
2. Try not to change your groups after submitting this form
3. Each project group only needs to submit one form, e.g., by the product owner of each group.

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| Project group ID  (be consistent with CANVAS and google doc) | Project group 2 | |
| Project group members  (One can be in multi roles) | Product owner | Ischa Abraham |
| Scrum manager | Yannick van der Vleuten |
| Developers | Ischa Abraham |
| Quinten Coltof |
| Jorrit Stutterheim |
| Yannick van der Vleuten |
| Project tentative topic | Some multiplayer roguelike chess game | |
| Project topic description  (<500 words), | We are designing a multiplayer online chess-like game. The idea is that a match consists of a set of games that goes to a best out of 9.  It’s a variant of chess where the game is played multiple times and the rules change over time adding challenge in correspondence with the players’ skill level.  To accomplish this we will create a serverless architecture in Microsoft Azure. Exploring techniques like user management, scaling games, security etc..  As logged in player your rating is kept so that you can find matchups corresponding to your skill level. | |
| Short plan  (agreements you made within the group, meeting times, milestones, etc.) | Daily standup every Wednesday and Thursday after the lectures, on Thursday we decide if an online standup on Friday is needed.  Primary communication channel is Telegram.  The project board, backlog and repository will be hosted on Github. <https://github.com/Jorrit05/devops-project-uva> (ask to be added).  Timeline:   * Initial draft of backlog end of week 1 * More detailed overviews of technologies and exact user stories end of week 2 * Basic pipeline for scaffolding infrastructure end of week 3 * Draft implementations of integration between chosen technologies in week 4 * Week 5 – 7 actual implementation, report and presentation | |
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| SOTA team 1- ID  (be consistent with CANVAS and google doc) | SOTA team 2-1 | |
| SOTA team 1-members | Jorrit Stutterheim | |
| Yannick van der Vleuten | |
| SOTA topic | Gossip protocol and zookeeper | |
| SOTA topic description | We want to know what use cases this protocol and technology is best suited for. Especially in which Cloud scenarios it brings value. | |
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| SOTA team 2- ID  (be consistent with CANVAS and google doc) | SOTA team 2-2 | |
| SOTA team 2-members | Ischa Abraham | |
| Quinten Coltof | |
| SOTA topic | State of the art of cloud provider provisioning | |
| SOTA topic description | We will be looking at when to spin up new resources based on what heuristics and when to destruct resources on various abstraction levels in a power intensive setting. | |