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| **Project Title:** GameTableFinder | |
| **Start Date:** 1-10-2023 | **End Date:** 5-5-2023 |
| **Team Members:** Jeremy Gaston | |
| **Project Sponsor:** n/a | |
| **Customer:** hypothetically if I keep developing it past the school project phase, eventually advertisers, and maybe some users as well (subscribing to a premium tier with features like ad-free access), but for now, none | |
| **Users:** tabletop hobby gamers | |
| **Purpose (Problem or opportunity addressed by the project)**: The biggest barrier to enjoying tabletop hobby games (pen-and-paper roleplaying games like Dungeons & Dragons, miniatures skirmish games like Warhammer, hobby market board games like Twilight Imperium, etc.) is often finding like-minded people to play with, in comparison to online videogames where the game handles matchmaking for you. To solve this dilemma, I intend to make a “dating app,” but for finding people to play games with instead of romance. | |
| **Goals and Objectives**:   * 1. Connect gamers seeking play groups.   2. Allow users to search by game type, and specific game for a few of the most popular within each type, as well as factors like distance and scheduling.   3. Maybe: allow filtering based on personality compatibility, e.g. avoid matching players who tend to suffer from analysis paralysis or got bossy in cooperative games with ones who find those behaviors annoying, or avoid matching players who tend to be outspoken about their political views with players with opposing views (yes, I know from experience this can implode a gaming group, believe it or not). | |
| **Schedule Information (Major milestones and deliverables)**:   * 1. After one month – working prototype   2. After two ½ months – feature-complete prototype   3. After 3 ½ months – bugs ironed out, ready to be presented, remaining course time devoted to preparing the presentation itself | |
| **Financial Information (Cost estimate and budget information)**: I can afford to spend $100 on hosting, if need be. | |
| **Approach:** The main coding will be in Java, with MySQL for the user database and HTML for the website frontend. If I decide to carry on beyond the school project phase and try to market this concept in the real world, I’ll ultimately expand beyond this browser implementation to a smartphone app for Android and iOS. | |
| **Constraints:** the main constraint will of course be the time limit imposed by the length of the course, and my lack of experience in coding anything approaching something people would want to use in the real world rather than academic exercises designed to teach particular coding concepts. | |
| **Assumptions:** Human-resource-wise, I only have myself to worry about – no team to manage. I should have all the development software I need. | |
| **Success Criteria:**   * The app is user-friendly * It provides a functionality appealing to the target user base * Results are accurate and useful | |
| **Scope**: Browser-based web app/website, mainly intended to be accessed from PC but maybe with a version optimized for mobile browsers if I have time | |
| **Risks and obstacles to success:** procrastination, feature creep | |
| **Project Priorities and degrees of freedom:**   Musts:   * Users can easily use and understand the app * Users can connect to other users in their area * Users can find other users interested in the same games * The app runs correctly and smoothly in PC browser * All of the above done in 4 months   Maybes:   * Users can enter information about their personality and gaming behavior style and avoid matches with poor compatibility on those bases * The app is optimized for mobile browsers as well as PC | |