

1) Team 012-2

2) Name: Underwhelming Coders

3)

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4) Buff Games

5) Wordle and game pigeon inspired game where two friends compete against each other to see who can solve the puzzle with the most points. The point based system is a combination of time taken to finish the puzzle and in how many guesses it took to solve the puzzle. The user starts with 1,000 points and each guess after the first guess will subtract points from their score. The subtractions per guess will be increasing with each guess. The second guess subtracts 25 points, the third 75 points, the fourth 175 points, the fifth 375 points, and the sixth 500 points. Each minute that passes in their guessing time will also decrease their points by a set amount of points. There will be a point floor probably like 10 points for games that go for an extreme amount of time. The final score will be returned in points after the game is finished, and after your friend completes theirs the scores will be compared.

The first player would choose a 5-letter word and then send the link over to the second player. The second player would then finish the puzzle and receive a score based on the scoring system in place. They would then choose a 5-letter word for the first player and send the link back to them. The first player would solve the puzzle and receive a score. There would then be a winner and a loser of the games and the game would keep track of each player's total wins and losses and also their specific wins and losses to each player.

6) We are targeting anyone who enjoys puzzles and is interested in competing with their friends. Our audience should be similar to the audiences for NYT Games(Fairly wide age

range) and Game Pigeon(Slightly younger range). There isn't some huge overarching problem we are trying to solve, but we want to be a source of quick entertainment for those with a little extra time on their hands. We want our users to be able to easily and quickly access our application and complete puzzles or send a puzzle to a friend.

7) For people who are looking to kill time and keep their minds sharp. Buff Games is a quick game based application that allows the user to apply logical thinking while not taking up hours out of the day. Unlike other game based applications, Buff Games applies a level of competition to the users daily life to keep an edge over their friends and allow a friendly way to keep score against their friends.

9) Weekly standup meetings on Thursdays 10:50 - 11:00, and discuss what you have done and what you are going to work on next. Bi-weekly retrospective meetings to see what worked and what didn't, and can discuss what needs to be done in the future, we will do this on Tuesdays 1:00 - 1:30 PM. We will also have a To-Do/ In progress/ Done board to see progress.

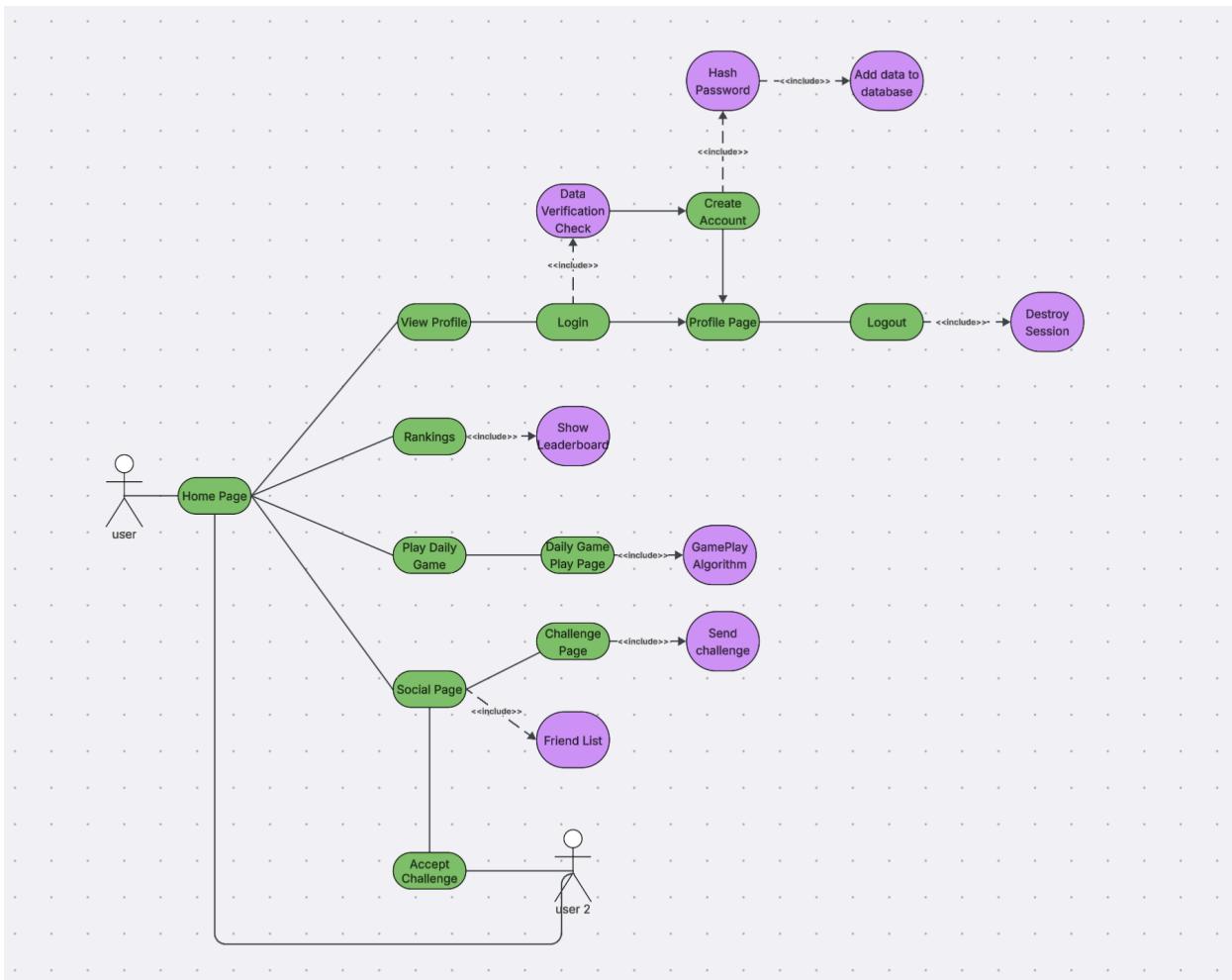
10) We are using Microsoft teams and will communicate with each other often and keep each other posted.

11) Team Meetings: Zoom and in-person

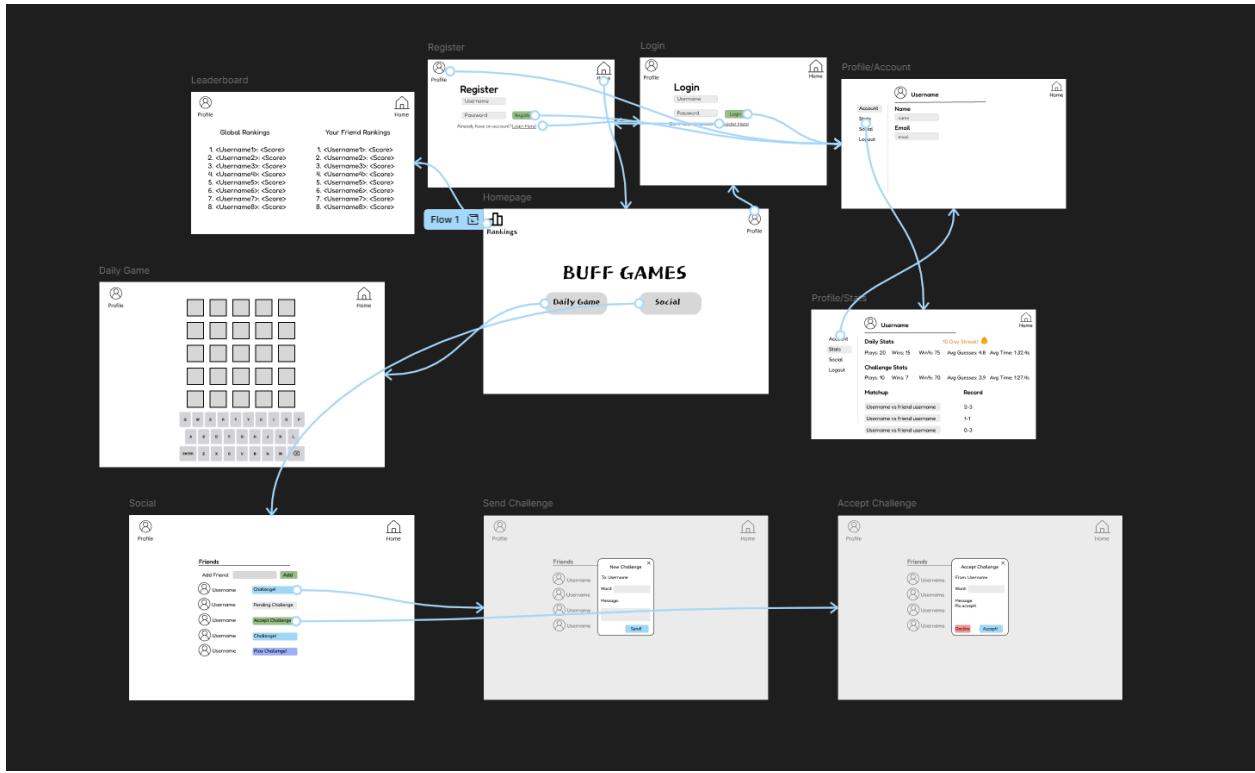
TA Meeting (Standup): Thursdays: 10:55-11:10am over zoom

Retrospective: Biweekly on Tuesdays 1:00 - 1:30 PM Zoom/In person

## 12) Use Case Diagram



### 13) Wire Frame



#### Extra Credit:

##### 1) Server or Database Down time - Severity: Medium

The game relies on sharing links and tracking scores between players so a server or database going down could be disruptive

Mitigation Strategy: Setup a reliable host and have backups of data to make sure that any downtime is improbable.

##### 2) Errors in the scoring logic - Severity: Medium

With errors or bugs in scoring logic the game could become unfair and make players not want to play anymore.

Mitigation Strategy: Thoroughly test the logic with different scenarios to mitigate these types of errors

##### 3) Link sharing and syncing issues - Severity: High

Broken links would ruin the game because that is the way the game is played. If users cannot play the game effectively then the game would be ruined

Mitigation Strategy: Implement error handling for links that will allow users to resend links whenever there is an error.

4) Security Concerns - Severity: Medium

Since data of players is stored, there is certain data that could be exposed and would be harmful if exposed.

Mitigation Strategy: Implement encrypt sensitive data and use secure authentication methods.

5) Poor user experience - Severity: High

If the user has a poor experience playing the game, then they wouldn't wanna play and we would lose users.

Mitigation Strategy: Get user feedback and test the game extensively. Also implement features from other popular games