Team 101-1 - Reality Bytes

Members:
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Application Name: Wacky Tanks

Application Description:

Our game Wacky Tanks will be an online multiplayer arena tank battle. The players will log in so that their stats and progression can be tracked. Additionally, by achieving a high placement on a temporary leaderboard level-ups may be achieved and used to unlock cosmetic upgrades.

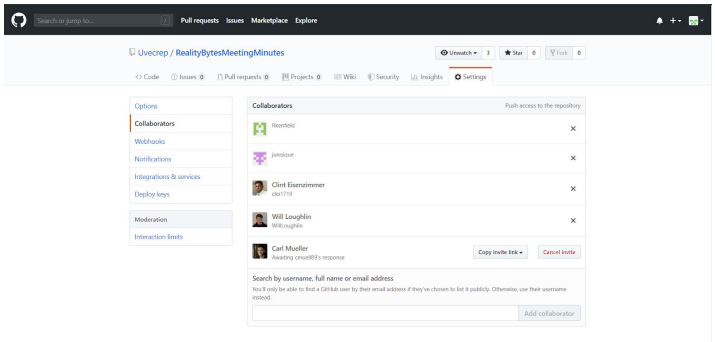
The game will be provided for social interaction and entertainment for all users and will offer a polished multiplayer experience that is difficult to find in online multiplayer games. The design of progression and other elements will make the game used multiple times as user\s will want to come back, and this customer loyalty might provide opportunities to take on clients for advertisement at some point down the line, providing more functionality.

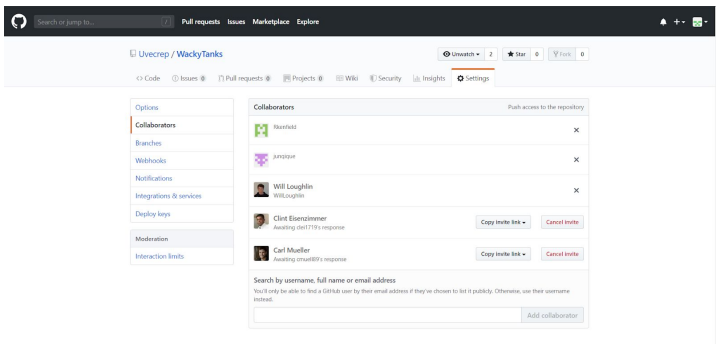
Vision Statement:

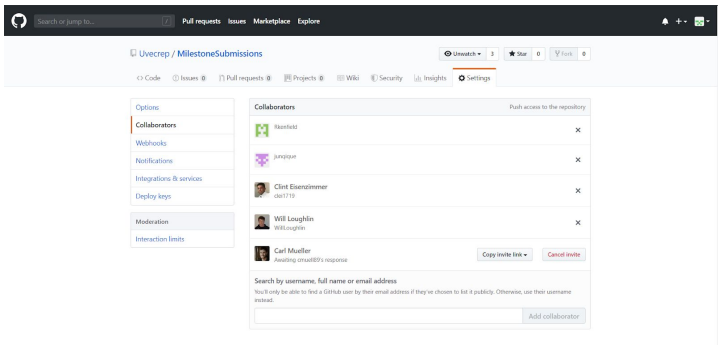
For people who are bored and lacking entertainment, Wacky Tanks is an online competitive multiplayer tank battle arena experience that provides online bug-free seamless gameplay. Unlike tank trouble 2, our product allows you to play with multiple friends on different computers.

Github Repositories:
https://github.com/Uvecrep/RealityBytesMeetingMinutes
https://github.com/Uvecrep/MilestoneSubmissions
https://github.com/Uvecrep/WackyTanks

Version Control:







Development Method:

KanBan to help us organize, but an agile mindset so that we can make changes as we go.

Communication:

Our communication will occur through a group chat that we are all members of so that we can communicate our meeting times and ideas. Additionally, we will communicate through our Trello board, and this will make us able to communicate quickly and implement fast changes. Finally, we will communicate verbally as friends every time we see each other so that we have the fast transmission of data from one mind to another.

Architecture Proposal Plan:

The backend will be a node.js hosted server, and for the database, we will use MongoDB to store our data and to have login information. We will have plugins socket.io and express allowing us better control and interaction with incoming signals. The front end will be handled by html5, CSS, and some js to have nice design. Our server will be hosted by Heroku so that we can test and run the webserver properly.

Meeting Plan:

We meet every week from 5 to 7 in a study room at Gemmill. During these meetings, we start by covering what we have done in the past week, and we will plan what we need to do before the next meeting. We will also discuss changes to our project, and improve upon our ideas.