

# Chat-Room Adventure

*San José State University*

*Computer Engineer 133: Software Engineer II*

*Group I*

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# What is the application?

- Main functionality: a choose-your-own-story style game where the user interacts with other characters through a chat-room display.
- Text-based game application for a single player/single account.
- The game itself will have a definite ending determined by the user's choices during the game.

# What's in the application?

- The game will be done in HTML/CSS/JavaScript/Java. We will use MySQL for the Database.
- The user can:
  - Create an account to login/logout of the game.
  - Play the chatroom game when they log in.
  - Interact with the game through choosing options provided by the game.
  - Save the current stages and restart the game when needed.

# Challenges

- Game Web Application
- Learning New Skills (MySQL, JavaScript, etc.)
- Time Limited Project
- Busy Scheduling/Time Management

# Week 2 Checklist

- Plan potential storyline to use.
- Plan the architecture.
- Plan the design of the web application.
- Finalize other factors.

# Plans for Next Week

- Finalize Story Plot
- Begin Designing System Architecture
- Begin Designing Display
- Resource Gathering