CS 319 PROJECT DESCRIPTION (1-Page)

Team No & Name	Group_9 / BYZ
Project Name	Curve Fever

Describe who will use this software? Is it a software for real persons or for organizations? For real persons which type of person is the user? Are there multiple types? For organizations describe the organizational setting that this software is used in, including the types of users, and their roles in their organizations.

The software we are going to develop is a game. This game can be played by anyone who wants to spend time and loves playing games. The main purpose of the game is to entertain people. On the other hand it can be used to improve hand-eye coordination and also reaction time of users.

Describe the major functionalities of the proposed system. What would you use this software for? Is there an important set of inputs and outputs? Are there any terminology or vocabulary for the use area?

This game must be played with at least two players playing on the same computer. Each player controls a line which can be considered as a snake. Snacks can move on a x-y plane by getting input from the keyboard. As the snakes move they leave patterns on the game area. If a snake collides with another snakes pattern, it dies. The last player which is alive on the game, it wins. There are also randomly generated pop-ups which can boost or harden the game play.

How many different detailed features do you think this system will have?	3 - 5
How many of these features will be critical to define the system?	2 - 3

What types of user mistakes do you expect?

A user can type his/her username or password wrongly when logging in. In such a case, the software should give a warning and ask for the user to re-enter his/her information. Also, a user can forget his/her password. The program should also handle such a case.

What other types of problems could this software experience?

Other than basic functionality, how would you differentiate low quality and high quality software in this project? How would users differentiate?

From the developers perspective, quality of the game can be differentiated by how bug-free it is, the size of software based on complexity and it's performance. The users differentiate games based on it's graphics, the smoothness of the gameplay, and how satisfying it is for the winner.

Other than users of this system, who would be interested in this software project's success? Is there a way they could contribute to its success?

Angel investors who can contribute to the project's success by supporting with funds. Also, researchers can use this project to use and analyze hand-eye coordination of people.

How would you rate the size and complexity of this software? From very small to very large, and from very simple to very complex, how would you qualify the project?

Size	Intermediate	**Complexity**	Intermediate

What are the major technologies for this software? Are you familiar with the technologies you need to use for this project? Have you completed a project that uses these technologies? If not how will you learn about these technologies?

This project will be based on Java, however for details, we will consider documentation of Java Graphics.

Suppose you gain access to a partially completed project in the same field. How would you reuse the code from that project?
By reverse-engineering the code from that project, model and design of the project can be analyzed and understand.
Can you estimate the total number of hours to work on the project? Would this be distributed exactly the same on your team members?
It depends on each of the team members learning curve, how we share the work and how we design the project.