**Project Deliverable 0 – Team Formation Report**

**Contact Information**

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**Team Leader**

* Ivan Sobonja
* Team leader was chosen by majority vote because we felt like Ivan would serve as a good leader/point of contact

**Team Meeting Time**

* Fridays after 2 PM (Primary)
* Wednesdays from 5 PM to 7 PM (if necessary)

**Project Details**

* Description
  + For this project we will be creating the game of “Go Fish” as an app, and we are making it unique by making the game voice-activated by using a voice-recognition API (TBD)
  + For now, the plan is to implement the game so that a user plays against a computer, but this may be subject to change
  + The main feature is the voice activated component to the game, however we are also making the game itself too from scratch
  + Another main component to this game is that we would extend the applicability of the game to different themes by including kids categories as well (main themes: original game, animals, food, & colors)
    - The specific themes may be subject to change but we all agree that in the long run this app should have 1 original theme and 3 themes designated for kids
* Value
  + The unique value of this game lies within the voice-activated component
  + This is useful to play the game handsfree, and also has potential to improve speech and communication skills in certain audiences such as kids
  + An additional value to this app is that it has an educational component for children audiences (namely with the 3 themes seen above such as food and colors). This will help kids learn about different about objects while also practicing communication skills

**Version Control**

* <https://github.com/isobonja/CS-321-Project.git>
* We are using a GitHub Repository for now, but it is on private so we can add Dr. S and GTA’s, or change visibility (whatever is preferred and adheres with honor code)