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CSCI 4448 - OOAD

05 March 2023

Project 4.1

1. Semester Project Proposal

- a. Title: Single Player Board/TableTop Games (PvE)
- b. Team Members: Kevin Barone, Ben Burkhalter
- c. Description paragraph:

In this project we will be creating an experience where a user will be able to select from a variety of games. Each of these games will be PvE, meaning you (the player) are playing against the environment (an NPC). This will allow the player to explore and master some of their favorite timeless tabletop games without needing a friend to play with. Some of these games include, but are not limited to: Blackjack, Texas Holdem, Tic-Tac-Toe, and Connect Four. The user can play these games *as many* times as they wish and a record of their wins, losses, score, and other relevant game statistics will be tracked for the user to view at any time. In the end we hope to achieve a seamless experience where a user can select from a myriad of different PvE games to play, learn, and enjoy!

- d. Language choice (Libraries and Frameworks):
 - i. Java
- e. List of 2 to 4 functional elements:
 - i. Kevin
 - 1. Menu to select a game
 - 2. User Interface development
 - 3. Reception of User Input
 - ii. Ben
 - 1. Game outcome logic and display
 - 2. Environment Logic for games
 - 3. Leaderboard of scores (database)

2. UML Sequence Diagram



