# Super Othello Project Plan

# Submitted to: Mr. Peck

# Project Manager: Patrick Lee

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Project Overview {What is the purpose and nature of the project.}

To develop a graphically pleasing, user-friendly, and challenging Othello game, with simple networked multiplayer and tiered difficulty single-player going from easy, to medium to hard.

Project Team {Describe the team members and the roles and responsibilities they will have.}

Patrick—in charge of implementing GUI and medium AI

Charlie—implementing hard AI and Networking

Challenges {What do you foresee as potential problems that may affect your project?}

Lack of understanding of networking, AI . . . etc.

Large amounts of post-AP projects may also hamper timely delivery.

# Major Tasks and Schedule {Create a task plan that describes what needs to be done to accomplish your objective. Establish a timeline keeping in mind that you must design, develop and test before the final week of deployment. During that week, you will be giving your promotional presentation on the software.}

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| Task | When | Responsible |
| Implementing medium AI class (basic priority table) | 5/5~5/9 | Patrick |
| Implement hard AI class(minimax) | 5/5~5/9 | Charlie |
| Clean up Game window itself  (remove weird text messages, add in pretty board,  Remove certain unnecessary things like play/run/pause) | 5/12~5/13 | Patrick |
| Add in menu to select difficulties or multiplayer | 5/13-5/16 | Patrick |
| Implementing Networking | 5/12~5/15 | Charlie |
| Possibly Implement Locally Saved User System (saves single-player games and certain user data) | 5/15~5/16 | Charlie |
| Add to GUI a login system | 5/16 | Patrick |
| Maybe add in possible Easter eggs/customization  (dependent on working saved game system) | ? | Charlie/Patrick |
| Create Powerpoint Presentation | 5/19~? | Patrick |
| Begin Testing of code | 5/19~ | Patrick/Charlie |