

Group 23 Project Charter

Team Members

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Problem Statement

As computers and the internet have become more commonplace in everyday life, the desire to play web-based versions of traditional card games has increased significantly. However, most web-based card games lack a user friendly interface and/or multiplayer version that effectively reduces the hassles of physical aspects of traditional card games such as shuffling, dealing, and managing the game.

Objectives

- Allow users to play the common card game 'spit' with random people on the internet
- Allow users to play the common card game 'spit' with friends on the internet
- Let users see how their skill ranks in comparison to other players
- Implement a system to automatically match players that want to play together
- Create a UI that supports 2, 3, 4, or 5 players to play at the same time
- Develop a medium for chat between players in the same game

Stakeholders

- Software Developers - Austin Reed, Byron Lee, Marty Kausas, Nicky Semenza, Nicholas Schneider
- Development Managers - Byron Lee
- Project Owners - Austin Reed, Byron Lee, Marty Kausas, Nicky Semenza, Nicholas Schneider
- Users/Customers - The typical user for this product would be a casual gamer.

Deliverables

1. Deliverables

- Matchmaking
 - Quick play: Allows users to join a game through random matchmaking.
 - Custom: Allows users to create private rooms and invite links to manage the players in the game.
- User Accounts
 - Win records will be tracked (only quick play)

- Separate record per custom room.
- Spit
 - The core of the project. A web-based version of the card game “spit”

2. Platforms

- Front-end
 - HTML5
 - Javascript
 - React
 - Canvas
- Back-end
 - Node.js
 - MongoDB