

Project Charter
CS 30700 - Team 15

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TriviaCast

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Problem Statement: Google Chromecast and mobile gaming are exploding in popularity this decade, as traditional pastimes are modernized by the integration of technology in the home and in everyday lives. We aim to build a solid foundation in this market by combining these two technologies in the form of a trivia game application that streams live from player devices to a main display.

Project Objectives:

- Create an interactive gaming app suitable for both iOS and Android platforms.
- Use Google Chromecast to unite players and promote group play through a live, main display.
- Implement software using up and coming languages.
- Create and manage a database of potential questions for gameplay, as well as recorded player statistics.

Stakeholders:

- Chromecast users who are looking for a social game to play
- Scrum Master: Katie Masterson
- The developers: Kyle Beck, Jimmy Carlson, Ronan Coyne, Ram Dent, Tan Lin, Katie Masterson
- The product owners: Kyle Beck, Jimmy Carlson, Ronan Coyne, Ram Dent, Tan Lin, Katie Masterson

Project Deliverables:

- A fully functioning mobile gaming application available for both iOS and Android.
- An interface capable of Chromecast streaming that displays current game information such as questions, scores, connected users, etc. on a centralized screen.
- Software created using development platforms such as React Native, Expo, and Go.
- A database, likely in SQL, of questions and statistics for gameplay backend.