**CS 319 PROJECT DESCRIPTION (1-Page)**

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| **Team No & Name** | 7 & Vana | | | |
| **Project Name** | OtoParker | | | |
| **Describe who will use this software. Is it a software for real persons or for organizations? For real persons which type of person is the user? Are there multiple types? For organizations describe the organizational setting that this software is used in, including the types of users, and their roles in their organizations.** | | | | |
| This software is for people who want to play a simple and quick game in their free time. The target user for this project is mostly 10-30 year olds which means the target of the product is mostly young people and children. | | | | |
| **Describe the major functionalities of the proposed system. What would you use this software for? Is there an important set of inputs and outputs? Are there any terminology or vocabulary for the use area?** | | | | |
| This software is a car parking game with several other features built in. These features include power-ups, collectibles and upgrades for your car. | | | | |
| **How many different detailed features do you think this system will have?** | | | | between 12 and 15 |
| **How many of these features will be critical to define the system?** | | | | 5 |
| **What types of user mistakes do you expect?** | | | | |
| User might navigate to an irrelevant menu, or might press the wrong buttons while playing the game. Or may not grasp how the navigation and the collision system works at the first place. | | | | |
| **What other types of problems could this software experience?** | | | | |
| There may be framerate issues and collision boxes may not be perfect. Also adding animations may require asyncronous programming, which is a bit more difficult. | | | | |
| **Other than basic functionality, how would you differentiate low quality and high quality software in this project? How would users differentiate?** | | | | |
| After development, having problems with collisions or graphics might mean it’s a low quality game. Having enough levels, difficulty and a solid in-game experience are some of the criterias for high quality. | | | | |
| **Other than users of this system, who would be interested in this software project’s success? Is there a way they could contribute to its success?** | | | | |
| Car companies might want us to add their cars in the game, so it would benefit both sides. We’ll advertise their cars, and people who likes that particular car would be more interested in our game. | | | | |
| **How would you rate the size and complexity of this software? From very small to very large, and from very simple to very complex, how would you qualify the project?** | | | | |
| **Size** | Large | **Complexity** | Complex | |
| **What are the major technologies for this software? Are you familiar with the technologies you need to use for this project? Have you completed a project that uses these technologies? If not how will you learn about these technologies?** | | | | |
| Java Swing and Apache File Utils. We’ve done some projects involving Java and Swing but not all of us are experienced with Apache File Utils. We’re planning to use it for save file management. Other libraries may be added as well. | | | | |
| **Suppose you gain access to a partially completed project in the same field. How would you reuse the code from that project?** | | | | |
| We would get some impressions from that code, however the code should be our own. Even if we decide to use some parts of it, we’ll make sure we understand them fully. | | | | |
| **Can you estimate the total number of hours to work on the project? Would this be distributed exactly the same on your team members?** | | | | |
| 56 | | | | |