Milestone 5 Final Project Portfolio

CEN 4010 Spring 2018

Team #4

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*Witch Hunt*

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| --- | --- |
| Revision | Description |
| 1.0 – 05/2/2018 | Initial Document Release |

**3.2 Product Summary:**

Product Name: Witch Hunt

Witch Hunt is a web-based multiplayer game. It enables people to play with any person, as long as they are able to connect to the internet. As the mobile market is becoming increasingly popular, there is no better time to make this game. As the game only requires an internet connection and a web browser, it enables players to play with others regardless if they’re using a smartphone, desktop, or laptop computer. The game starts with one player being selected as the witch while everyone else is a villager. The game is played in rounds, with players using a chat that enables them to communicate with others during it. After a certain period of time, the other players vote on who is the witch. That person is removed from the game (loses/is killed). If they are correct, the surviving villagers win. If they are wrong, the witch kills a villager. The witch wins if they are the last man standing or it’s just them and one villager. As it is browser-based, the game is able to be played regardless of physical distance to other players.

All major committed functions:

There are a variety of major functional capabilities that the team will be implementing in the final release of the application.

* The application will be accessible on the LAMP server through its URL.
* It will enable users to register with a username and password
* It will enable users to login with a previously created username and password.
* Logged in users will be able to join a previously created public game
* Logged in users will be able to join a previously created private game, given an entrance password.
* Logged in users will be able to create a private game
* During a game, users will be able to choose a player to cast their vote on.
* Users will be notified of who was voted out, and whether they were a Witch or not.
* The person who was voted on by the Witch will be voted out.
* Users will be able to send messages during a game.

Unique Features:

Being able to play through the browser is a unique feature as it enables players to play regardless of the device used to access a web browser.

URL: http://lamp.cse.fau.edu/~CEN4010\_S2018g04/WitchHunt02/

**Milestone 4 Demo -** [**https://youtu.be/pJqScIxrYXk**](https://youtu.be/pJqScIxrYXk)

**3.3 Milestone 3 & 4 Feedback:**

For Milestone 3, the following feedback was received: “For ur demo, the password should be hidden when you input this. Also the rule for creating a password is too simple.”

For Milestone 4, the following feedback was received: “1. how can i test ur 'voting' function? 2. when i try to create a private game, why 'Error fetching game data!' and 'shajones12' show on my page.”

As the feedback did not critique the milestone document, it was deemed unnecessary to modify the documents.

**3.4 Screenshot of the final product:**

**3.5 Google Analytics Plot:**

(Insert screenshot of the plot)

**3.6 Team Member Contributions:**

Kyle Prince

**3.7 Post-project analysis:**