email: [cjqassassin@gmail.com](mailto:cjqassassin@gmail.com) | bevo9999

parse: same as email

1. Group Number: 7
2. Group Members:
   1. Courtney Bohrer (cab4976)
   2. Quan Vo (VTV63)
   3. Jacob Williamson (JDW3623)
3. Application Name: Assassin
4. Application Type: game
5. General Description: moderates the game ‘Assassin’

assassin is a game where a group of friends, over the course of a few days/weeks, try to eliminate each other to be the last man standing. you eliminate people by random things like ‘tapping them with a spoon’, ‘shooting them with a nerf gun’, etc. you are assigned a target, and you are also someone else’s target. you don’t know who is targeting you.

1. Feature List:
2. Allowing people to join a game
3. randomize targets after a set amount of time (to combat cheating)
4. keep track of optional prize pool and distribution
5. keep track of game status
6. safe zones
   1. the GDC, your home, etc
7. randomize the method of killing people
8. randomize ways to stay safe
   1. as game progresses and less people remain, it becomes more difficult to kill people and stay safe
9. will continue to implement fun and unique ways to kill people/stay safe
   1. GPS ‘bombs’
   2. facial recognition
10. kill confirm/dispute
11. Target Audience:
    1. anyone who wants to play an engaging social game with friends with possible stakes
    2. probably college students, maybe high school
12. Development Plan:
    1. alpha
       1. be able to join a game
       2. get assigned a target
       3. kill someone
       4. confirm kill
       5. keep track of game status
       6. end a game
    2. beta
       1. randomization of targets
       2. randomization of methods of killing
       3. randomization of ways of staying safe
       4. kill confirm/dispute
    3. final
       1. adding a prize pool
       2. GPS bombs
       3. more killing/safe features