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College of Computing

Computer Science Department

CS3141 Team Software Project

Spring 2022

**Team Software Project proposal**

Section: CS 3141 - R02

Team #: 14

| Roll# | Student name | position |
| --- | --- | --- |
| 1 | Carson Perkins | Scrum master |
| 2 | Ellie Sackrider | Developer |
| 3 | Joshua Radford | Developer |
| 4 | Noah Reinke | Developer |

Project name/title: Drawing Game/ Pictonary

Instructor name: Serein AL-Ratrout

* Project introduction and description:

For our project we will be creating a drawing game akin to pictionary with javascript and its libraries. Some challenges with this project will be learning a new language and using new libraries with precision and accuracy. The major tools we will need to create would be a drawing tool, GUI, and guessing/input system. Upon completion of this project we will have a working product that will allow the user to draw, guess, and win the game. Our motivation for this project is to create a tool for people to interact with drawings and images.

* Problem statement

Currently in order to play this style of game there needs an online connection, this problem can be solved with playing the physical game yet it still requires a group to be made and game set to be bought. With the creation of this project we will hopefully bring a free to use, local rendition of this style of game. The creation of this game will allow friends to play together and express themselves via drawings/pictures while having fun.

* Proposed solution:

We will develop a drawing program using Javascript since it has many libraries with user interactive functions. There can be buttons that change the color of the drawing tool and size of the pixels. We can also implement other kinds of drawing tools to make the user experience more enjoyable and allow for more creativity with drawings. You can download the game file, so users can play anywhere.

* Tools:

GitHub to manage code integration

Drawing software for the GUI elements

IDE to develop the software

JIRA to manage the project

p5.js library for JavaScript

* Constraints and challenges:

One challenge that the team may face while completing the project is adjusting to a new language / new libraries. While all team members have experience in different languages, we have limited knowledge of Java Script. Another difficulty that the team will face is lack of time/commitment. Since the team is made up of differing degrees and grade years each member has different outside commitments.

* The expertise of the Team Members

Our team is all experienced with programming in Java and C, but currently have limited knowledge of Javascript. However we are all interested in learning this language to create a fun drawing game. The team is made up of 2nd through 4th year students with varying degrees of programming experience.

* References

[1] Mozilla, "JavaScript Documentation," [Online]. Available: <https://developer.mozilla.org/en-US/docs/Web/JavaScript>. [Accessed 9/19/22]

[2] Ye, "Reference | p5.js," [Online]. Available: <https://p5js.org/reference/>. [Accessed 9/19/22]

[3] GitHub, "GitHub Documentation," [Online]. Available: <https://docs.github.com/en>. [Accessed 9/19/22]