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CS 680 Project Proposal

Description:

A 4-player riichi mahjong game with a GUI, written in Java using Swing. Players will be able to draw tiles, call tiles from other players, complete their hands, and gain points when they win.

SE concepts:

I am using git to back up and track the changes I make to the program.

I can use user stories to guide which features I add, and the order in which I add them.

I will need to make an iteration plan, because I could not possibly fit in everything I want by the end of the semester.

I am rewriting my code to reduce coupling as much as possible. This will make it easier to change individual things later without affecting the rest of the program.

Why the project is a good fit for CS680:

It is larger and more complicated than a typical CS211 or CS300 assignment. Because of its size, it needs to make use of software engineering concepts to make it manageable. It requires me to incorporate concepts such as estimation and iteration plans, otherwise I would never make the due date. Also, having the project tracked by a version control system and iteration planning encourages continued development of the project even after the CS680 class ends, so the concepts will stick with me.