

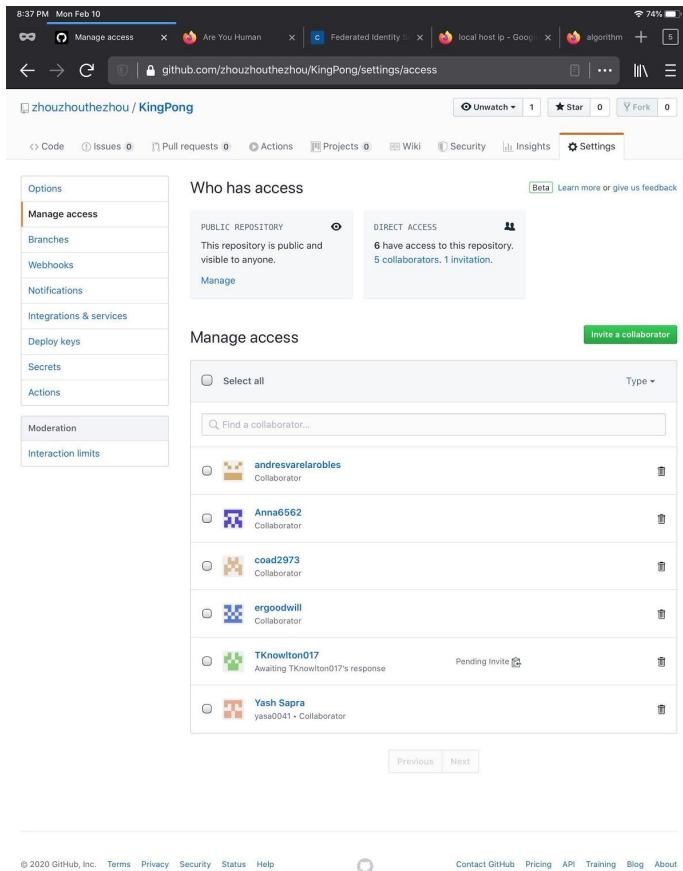
Milestone 1

- I. **Team Number:**
3
- II. **Team Name:**
King Pong
- III. **Team Members:**
Antonio Narro
Kyle Zhou
Emma Goodwill
Andres Varela
Connor Adams
Talon Knowlton
- IV. **Application Name:**
King Pong
- V. **Application Description:**

The application is an online battle royale game of the classic 2D computer game pong where players compete against each other in a game of elimination. Players will be put into a lobby with dozens of other players where they will play one another and progress to the final round where the winner will be crowned the champion. Players can create a profile to track their success.

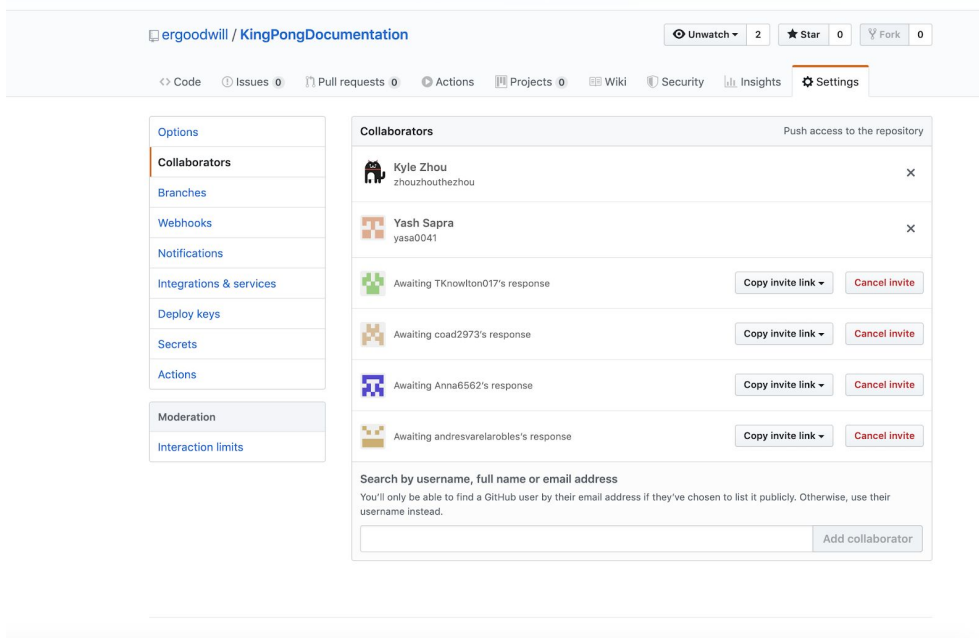
The overall layout of the game includes an n-gon where n corresponds to the number of players in the round. Each edge of the n-gon is represented by a simple, pong-style paddle. Several balls will be in play, and the n-gon will gradually decrease in size as the players decrease in number down to a two-player, classic game of Pong.
- VI. **Vision Statement:**

For bored students who desperately need something to do while procrastinating, King Pong is an online battle royale game that provides a modern twist to a classic game. Unlike other battle royale games our product provides a sense of nostalgia and is far easier to pick up without being bullied by your friends.
- VII. **Version Control:**
Git with Github for Source Code:
<https://github.com/zhouzhouthezhou/KingPong>



Git with Github for Documentation:

<https://github.com/ergoodwill/KingPongDocumentation.git>



VIII. Development Method:

We will be using agile methodologies with scrum. Our sprints will be 2 weeks long. Every sprint we will meet select tickets, work for two weeks, and then review and revisit the last sprint.

IX. Communication Plan:

The team plans to communicate with each other primarily through slack. We will organize the overall project in the general group channel within Slack. As we distribute tasks among ourselves we will create separate channels within Slack to organize different parts of the project. Overall this will provide the most effective method to organize the different aspects of the project. If other communication is needed everything else will be coordinated through email.

X. Proposed Architecture Plan:

We will use HTML and Javascript for the front-end to display our page and connect it with a backend that will hold user's data using SQL connecting the two with node.js. As the project progresses we will determine if we need to revise the plan.

XI. Meeting Plan:

Tuesdays at 5:30pm EC lobby and when necessary. The mode being face-to-face.