

Snazzy Meatball (Group 003)

Names

- Zach Griffith - griff613
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- Ethan Kellerhals - ethankellerhals
- Chris Rookey - Lenglon

Team meeting times

Mon/Fri - 2:20 - 3:20

TA Standup meeting

Thurs - after class

DISCORD

<https://discord.gg/PpaHRZaJ>

Project Ideas

1. IO game (tiny tanks)
 - a. Web app hosted in cloud available to the public
 - i. Front end: HTML/CSS, JavaScript (React)
 - ii. Back end: Python, JavaScript
 - b. Multiplayer game, 1v1/2v2 (possible AI's)
 - c. Can create an account (MongoDB)
 - d.
2. Color code generator <chosen primary project, temp name is Color Code Generator>
 - a. Web application for finding color codes across rgb spectrum specific to the user's needs. Generate a variety of color codes and formats per color selection.
 - i. Hosted on Heroku
 1. We could also host it via a raspberry pi using a linux server os.
Might be something to pad our stats.
 - ii. Front End: HTML, React JS
 - iii. Back end: JS
 - iv. Persistence:
 1. User profile saved across uses.
 - v. Flow:
 1. Home screen is a RGB Spectrum that spans the entire page.
 2. User clicks on desired color.
 3. Pop up menu gets data from user to find out the application of the chosen color.
 4. Provide user with a copy box for templated function calls (or whatever goal the user specifies).
3. 3D/ 2.5D chess
 - a. Web application hosted in cloud, available to public.

- i. Front End: HTML, React JS
 - ii. Back end: Python / JS
- b. Single / multiplayer
- c. Basic ai, pulls moves from pre-existing database (stockfish?), include random error in AI moves.
- d. Users have a user account with: name, password, match history, and savegames.
- e. Savegames are board states + what player is assigned to what color. (limited maximum number of saves per player). In multiplayer, both player's saves are linked, updating one updates the other, allowing for slow games if desired. One player deleting a multiplayer save deletes the other players save as well, and counts as a forfeit.
- f. Possible stretch goal: additional skins for board and piece appearances.
- g. Possible stretch goal: 4-player variant.
- h. Possible stretch goal: match history can include details of the match, including how long it took, how big the piece value difference was at the end, and potentially a move list for the match as a whole (put a cap on max number of moves that will be recorded) (match history will only track last X number of games played in detail)
- i. Possible stretch goal: ELO system / matchmaking system.
- 4. Number guesser app (choose a number between 1 and 10, program will generate a number to see if you guessed right)
 - a. Program is a mobile application, connected to a cloud service
 - i. Front end: C#, HTML
 - ii. Back end: Ruby
 - b. Program randomly generates number between 1 and 10
 - c. User guesses the number that has been randomly generated, inputs guess
 - d. If the guess is correct, the user wins. If a guess is incorrect, the user loses.

[Jira Link](#)

Our vision is that this application will be useful for a variety of coders and artists that need to generate specific color codes for a multitude of projects. It should be accessible, understandable, and efficient for creation of art and other visual projects.

[GitHub Link](#)

Development methodology: currently we intend to using an Agile methodology, although it is not currently set in stone.

We intend on using Discord for our primary communications, and have already created the server, joined it, and verified we all can see / hear and use it.

Dummy Sprint

This is a dummy Sprint. Please do not delete this later. You may edit the duration of your Sprint. Please make sure duration is 1 day since it is a dummy sprint. (Usually Sprints are of 4 weeks duration.)

E





Epic ▾

GROUP BY

None ▾

 Insights

TO DO 1 ISSUE	IN PROGRESS	DONE ✓	
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