Online Arcade (Group 6)

Overview

The project will be an online arcade library hosted by a local website. Users will be able to select and play games that are created by the group members. Users will also be allowed to leave ratings and write reviews for the games they have played, making it easier for another user to select a game they might enjoy. The reviews, games, and ratings will be on separate pages of the website.

Motivation

Our motivation for developing this project was the fact that our group was interested in creating video games, and would like to do so as our project. However, we all had different ideas of what game to develop, thus we thought an Online Arcade with an assortment of games, each game created by a different individual, which would allow each member to showcase their skills while also providing an environment to collaborate and share ideas of how each game could be improved so that the group can fix any issues that other members came up on during testing, etc.

Features/Type of Users

There will be two types of users. One will be the admin that will have the ability to go into reviews and delete any review that is not appropriate and/or misleading. They will also have the ability to add and remove games from the website. The other user will be the regular user that has the ability to play any game of their choosing and the ability to leave a rating and review.

Risk/Challenges

A challenge will be making sure that everyone is communicating properly with not being able to work on these things in person. Another challenge is that at least one group member is not completely familiar with Python/Pygame so that member will be learning as they’re helping to create a game for the project. We could also run into the challenge of our individual code not working together. Not being able to work with each other in person means we will have to do a lot on our own leading to conflicts.

Related Projects -

<https://github.com/random9s/Python-Arcade>

<https://github.com/JoseLuisAcv2/Python-Cyber-Arcade>

Our project will differ from them because their projects are not hosted on a server and instead the user has to download these games and load them separately to be able to play. Our project, the user will have a GUI menu that allows them to choose which game they want to play without the need of downloading anything.

Projects from a previous class will be referenced. However, there is no github for the projects.

Platform/Programming language

* Python
* HTML

Third Party Libraries/API’s

* Pygame
* Sqlite3
* Flask
* subprocess

Team Members

* Our team will be organized by deciding on things as a team based on all of our interests and skill set. We will be using GroupMe to communicate for the duration of this project.

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| Name: | FSUID | Languages | Expertise | Responsibilities |
| Eric Witherspoon | etw17 | C++, C, C# (beginner), Python, HTML, Java, ADA (beginner) | Databases, Pygame | Develop one of the games for the online arcade as well as assist in developing the local web server. |
| Kajoyrie Purcell | kdp19 | C++, Java, Python (beginner), HTML, CSS | C++ | Develop one of the arcade games with Python, and assist others with the creation of theirs and develop the local server |
| Robert Mellinger | rlm17b | C++, Java, Python (beginner), SQL | C++ | Develop one of the games using Python and assisting with the local server |
| Cooper Markowitz | cm18b | C++, Java, Python (beginner), SQL (beginner) | C++, SQLite3 | Develop on of the games for the arcade in Python and assist others with the development of the local server |