CPS371

Rachel You

Chris Qiao

April 13, 2016

Project Proposal

**Target Users:**

Gordon College Go Club Member

**Problem to Solve:**

As number of members in Go Club increases, equipment might not be enough for everyone to play together. Also, members of Go Club hope to be able to play against each other conveniently outside Go Club when they do not have board and stones at hand.

**Goal:**

In order to allow Go Club’s members to practice playing Go together when there is not enough equipment in the club, and when they want to play besides club meeting time, we want to build this app to allow two players play Go against each other on their phones. We hope to allow multiple groups play at the same time.

**Primary Features:**

Activities:

1. Login interface
   1. Username and passward
   2. Register if doesn’t have an account
2. Game room list
   1. Show rooms that are created by users who want to start a game.
   2. Active user number is shown
3. Game Interface
   1. Algorithm will be implemented so that the game will proceed correctly
   2. Create your own game without
4. Settings
   1. Change stone texture
   2. Change board texture
   3. Ways to put down stone accurately
   4. Etc.
5. Creating a game

**To be Implemented in Prototype:**

Single player play on the phone

**API:**

1. Game API
2. Communicate with server
3. Canvas and Drawable
4. Login API











