

Project Charter

Team 3

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Problem Statement:

Many people enjoy playing a game called "Cards Against Humanity," but the physical cards are often forgotten by those wishing to play or sold out for extended periods of time.

Project Objectives:

Our team intends to create a mobile phone version of "Cards Against Humanity" that can be played with friends in the spirit of the original game.

Stakeholders:

Developers, Fans of "Cards Against Humanity", Mobile Phone Users, Creators of the game.

Project Deliverables:

Our software will allow the users to play 'Cards Against Humanity' on their mobile phones with people nearby without the physical deck. It will emulate the experience of the actual game as closely as possible.

Notes:

- Cards Against Humanity is available under a Creative Commons BY-NC-SA 2.0 license. That means you can use and remix the game for free, but you can't sell it.
- The game may be viewed online (<http://www.cardsagainsthumanity.com/>).
- We would like to obtain two android phones to develop from the Purdue Computer Science department if possible.