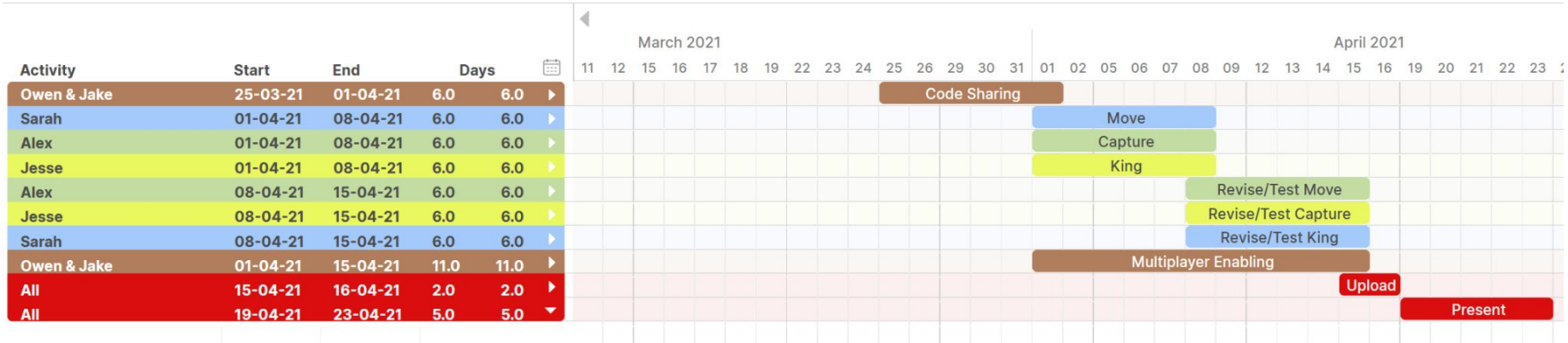Dream Team

CIS 350.01

Introductions

- Alexander Fang (main tester)
- Owen Ganzer (main developer)
- Jesse Leonard (implemented functions)
- Sarah Rockow (implemented functions)
- Jake VanBronkhorst (implemented multiplayer & code sharing)

Project Description

Goal: Create a multiplayer checkers game

Resources	Method(s)
- Unity - Photon - Github	Prototype method
Functional Requirements	**Non-Functional Requirements**
- Piece - Board - Mechanics - Movement	- Game Play - System Reaction - System Actions - Maintenance

Project Deadlines

Activity	Start	End	Days	
Owen & Jake	25-03-21	01-04-21	6.0	6.0
Sarah	01-04-21	08-04-21	6.0	6.0
Alex	01-04-21	08-04-21	6.0	6.0
Jesse	01-04-21	08-04-21	6.0	6.0
Alex	08-04-21	15-04-21	6.0	6.0
Jesse	08-04-21	15-04-21	6.0	6.0
Sarah	08-04-21	15-04-21	6.0	6.0
Owen & Jake	01-04-21	15-04-21	11.0	11.0
All	15-04-21	16-04-21	2.0	2.0
All	19-04-21	23-04-21	5.0	5.0

Gantt chart (March 2021 – April 2021):
- Code Sharing (Owen & Jake)
- Move (Sarah)
- Capture (Alex)
- King (Jesse)
- Revise/Test Move (Alex)
- Revise/Test Capture (Jesse)
- Revise/Test King (Sarah)
- Multiplayer Enabling (Owen & Jake)
- Upload (All)
- Present (All)

Project Revisions

- Removal of background music/sound effects
- Removal of load/save options
- Removal of tiebreakers
- Removal of restart option
- After capturing a piece, the player is given an extra move
- Upon winning a game, the board will restart and players have the option of playing again or exiting the application

Demonstration

1. Local
   a. Files must be downloaded
   b. Players must have Unity 2019 versions or higher
   c. Players must have Photon package installed as well
2. Global
   a. Itch.io
   b. Players must have computer access
   c. Game is not touchscreen/mobile friendly
   d. Video link