

Leaderboard and Matchmaking Team

Timeline

High priority

- Create leaderboard class and methods
 - o Implement logic for retrieval of player rankings
 - o Integration of leaderboard with Authentication and Profile
- Create method to sort top players
 - o Implement sorting logic
 - Method to sort by rating points
 - Method to sort by win loss ratio
 - Method to sort by number of wins
- Integration of leaderboard with GUI
 - o Leaderboard GUI creation
 - o Leaderboard GUI menu options (e.g. filtering, etc.)
- Integration of leaderboard with Networking
 - o Storing data in database
 - o Fetching data in database
- Implement match result processing (e.g. Win/loss updates, rating updates, etc.)
- Allow player interaction through GUI
- Create matchmaking class and methods
 - o Create queue data structure
 - o Implement sorting algorithm on the queue data structure for matching opponents
 - o Integration of Matchmaking class with Player (Display opponent information)
 - o Deliver players into the correct game lobby
- Implement Timeout method and integration with GUI (Penalty for leaving in-progress games)

Medium priority

- Create method retrieve searched player
 - o Handle cases where player is not found
- Create method to rank player's friend list
- Add sorting order toggling functionality

- Integrate with GUI
 - Integrate with Networking
- Unit testing

Low priority

- Display search results dynamically for leaderboard player search
- Ensure sorting efficiency of sorting logic
 - Optimize method to sort by rating points
 - Optimize method to sort by win loss ratio
 - Optimize method to sort by number of wins
- Integrate network manager with leave match method

Deadline logbook

Project deadlines

Iteration 1: March 7th at 23:59

Iteration 2: March 21st at 23:59

Iteration 3: April 11th at 23:59

Project group deadlines

March 5th at 15:00: Complete diagrams corresponding to your development role and merge to main.

March 7th at 12:00: Review/critique parts of other teams.

March 7th at 21:00: Project iteration 1 submission. Leaves a 3 hour buffer in case something goes wrong.

Team deadlines

March 2nd: Complete use case descriptions

March 5th at 15:00: Complete use case diagrams and/or additional diagrams

March 5th at 16:30: Complete class structure diagrams