Project Proposal

# Title/name/date/contact info

Title: Connect Five

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# Introduction (purpose/overview/organization of document)

## Purpose

To create a game of connect 5 for users to play.

## Overview

The online game is based on a tradition game called connect 5. It’s a bit different from what we know as connect 5. Players will play on a grid board at least 5 \* 5. Player each time place a plate on the board. The player who has 5 plates in a row or a column or in a triangle consecutively wins.

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Organization of Document

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# Background (industry and domain)

The game is kind of like connect 4 but more flexible. It’s a traditional game in China. The rule is simple but very challenging.

# Potential users and customers

Friends, couples and children who are want to kill time by playing some lite games.

# Main features for the whole product

## User Login

There is a local passport strategy used to do the authentication. Currently, the most possibility will be using jwt or OAuth as a third-party authentication system.

## Game

There will be a game-connect 5 running on the website, which allows 2 players to play together. Two players will play in turn to play. The player whoever has 5 plates consecutively wins.

# Estimated schedule

|  |  |
| --- | --- |
| Time | Checkpoint |
| 11/20/2016 | Finish basic logic of the game |
| 12/01/2016 | Finish website backend |
| 12/09/2016 | Finish all front end |