

# Milestone 1

Team 104-4  
Squad 4

## Team members:

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Nate Howard  
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## Application Name: Tetrony

### Application Description:

We plan to make a tetris like game. The user will be able to sign in to the website and the website will save their info and display it in a welcoming page. After signing in they will be presented with a few buttons: Play, scores, logout. If they click play then they will be able to play a tetris like game. After playing their score will be saved and will be compared to the top scores of tetris on the site. If they select scores then they will be able to see all of the scores that have been saved on the website by users. Finally, if they select logot then they will return to the front page and will be logged out.

This game will provide entertainment to individuals that access the website. This game will require the user to be quick and cunning to win. The user will endure quick objects that appear in quick succession. If they fail to organize them correctly, they will lose and their score will be halted and displayed. It will also provide information on how their skills at the game compare to individuals around the world.

### Vision Statement

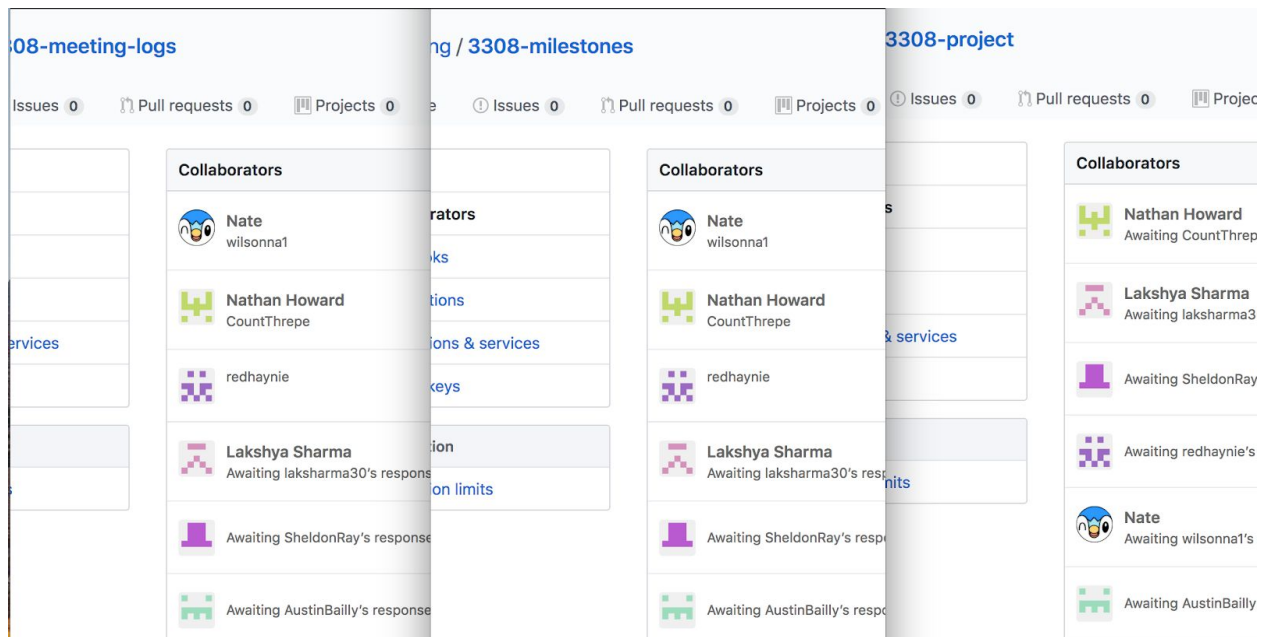
For people that enjoy a twist on a classic game who that have time to kill. The Tetrony is a game that will provide entertainment for individuals across the world. Unlike common tetris games our product provides a game that puts a twist on the classic tetris game.

### Version Control

For this project we have 3 git repositories:

1. [Meeting Logs and Notes](#)

2. [Project Milestones](#)
3. [Project Code](#)



## Development Method

For this project, our team will be following an agile/scrum development methodology. The agile development methodology consists of a self organizing team that works in incremental, iterative work sequences. We will take several aspects of this methodology, but also change some of it to best fit the needs of our team. We are a self organizing team, who has a customer in the TAs and Alan Paradise. We will work in short, 1 or 2 week long sprints for our project. Each sprint we will have goals of features that we want to complete, just like in agile. Additionally, at the end of each sprint, we will have a retro meeting where we will reflect on how things went for that sprint and how we plan to improve for the next sprint. The goal of agile is to provide consistent, working software, which is what we plan on doing. Overall, it is more important for us to have a simple, working application that we can deliver to our customer, than to have something complex application that doesn't fully work. Because as a team we won't see each other every day, we will not be able to have a daily stand up that is common in agile, but we will aim to have 1 or 2 stand-up meetings a week, either in person, or over Skype. This will allow us to stay up to date on how each person's portion of the project is going. Another aspect of agile that we will follow is that we will plan and refine our project idea as we develop it, as we know things will change throughout the process. This is different from the waterfall method where planning takes place up front.

**Communication Plan**

Our team is using GroupMe to communicate over the course of the project. We will use this to verify meeting times and for general discussion. We may also decide to touch base in person during/after recitation.

**Proposed Architecture Plan**

Since this will be an online app, we will be using HTML and JavaScript. As far as the game & backend, we haven't come to a final decision, but HTML5

**Meeting Plan:**

Our team decided to meet on Tuesdays from 5-7 pm. Our mode of meeting is in person in the engineering center. The day of we will decide which room to meet in in the engineering center, based on availability. As some of the previously used rooms may be taken.