Project Milestone 1

Team 113-5: History Through Battleship

Team Members

- Salvatore Pacifico
- David Crockett
- Matthew Ruiz Diaz
- Andres Montealegre
- Kai Schuyler Gonzalez

Application Name

History Through Battleship

Description

History Through Battleship is a game for mobile devices. Users would have the option to play in a single player mode or a local multiplayer mode, in which 2 users will play on the same device. The main user and owner of the app will be able to track their stats/progress within the app. Our app serves as both entertainment as well as interactive education.

The app requires players to answer historical trivia questions after finding a ship. If the question is answered correctly, the ship will be hit. The game is a fun, fresh take on a classic board game and it is made for children to learn history in a different way.

Vision Statement

For students of any age, but focused primarily on children who need an alternative way to learn history. The game is an app that allows people to learn history while playing a game with friends. Unlike other gaming apps, our product is a simple but effective game that passes the time and allows people to play a game that is educational for kids

Version Control

[Github Repository](#)

Development Method

- Agile/Scrum: Scrum utilizes frequent lightweight inspections and adaptations of the project to approach deadlines incrementally. Agile refers to any development process aligned with the Agile Manifesto.
- We are using Jira for progress tracking and organization.
- We are using Confluence for organization and communication.
- Our user stories are tracked on Jira.

Communication Plan

Our main form of communication outside of our meeting times will be via the Snapchat group messaging system. This is the platform that we will use for quick questions and extra scheduling. We will also be sharing a google drive for collaborative efforts towards project milestones. This will be reflected in a shared github repository as well. We are also using Jira to assign tasks.

Meeting Plan

- Wednesdays 3-5 pm via Zoom
- We are meeting with our TA, Carl, on Wednesdays right before our team meetings.

Proposed Architecture Plan

- Use Swift and xcode (some of us don't have macbooks so we would have to find a way to work around that using something like VirtualBox)
- React native - React Native is an open-source mobile application framework created by Facebook, Inc. It is used to develop applications for Android, iOS, Web and UWP by enabling developers to use React along with native platform capabilities.
- Flutter - Flutter is an open-source UI software development kit created by Google. It is used to develop applications for Android, iOS, Linux, Mac, Windows, Google Fuchsia and the web from a single codebase.

(We are looking into each more to decide if we should use Flutter or React Native two will be our development platform.)

- Mongodb - Mongodb is a cross platform application that is used for databases for apps. This will be used for Battleship's login system, so we can store users' progress.
- SQL database to keep track of games and user progress

Use Case Diagram