

Project Milestone 2

CSCI 3308: Software Development & Tools

Team 113-5: History Through Battleship

Team Members

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

Project Features List

- Login System - Have users login with a password and username where their game stats will be saved, option to change password or delete account
- Main menu - Have a screen where users can select between local or multiplayer game modes, settings, about us section, and a win/loss record section
- Win/Loss Stats - A menu option where one can view their single/local multiplayer stats
- Single and Multiplayer modes - Two modes, where single player is against an AI and local multiplayer is against someone playing on the same system
- Alternating Screen - Having a screen that switches between players in the local multiplayer mode.
- Settings Menu- A menu that has account options and sound options
- Trivia Minigame - When a trivia question is wrong, the right answer is displayed.
- Trivia Question Database - Having a database of trivia questions
- Sound Effects - Sounds included for a hit/miss and for right/wrong answers

- End Game Screen - Having a “you win” or “you lose” screen at the end of each game with the option to play again or quit to the main menu

Requirements

1. As a user, I want a main menu so that I can have options of what I would like to do within the app. (Functional)
2. As a user, I want a settings screen where I can have my account options and sound options available. (Non-Functional)
3. As a user, I want an About Us button on the main menu where we can learn about the makers of the app. (Non-Functional)
4. As a user, I want to be able to look through my win/loss stats. (Non-Functional)
5. As a user, I want a screen where I can select between single and local multiplayer game modes. (Functional)
6. As a set of users playing locally, I want a screen between moves that will hide what my opponents screen will look like. (Functional)
7. As a user, I want there to be a large database of trivia questions so I don't encounter the same question multiple times in a row. (Functional)
8. As a user, I want to be able to start a local multiplayer game within the app so that users have the option to play with a friend. (Functional)
9. As a user, I want the correct trivia answer to display when I get a question wrong. (Non-Functional)
10. As a user, I want an end game screen so I know when the game is over and whether or not I won. (Non-Functional)
11. As a user, I want to be able to restart my game or quit my game. (Functional)
12. As a user, I want to be able to have the option to quit to the main menu or play again at the end of a game. (Functional)
13. As a user, I want a login system that will allow the game to keep track of my stats (Non-Functional)

Project Plan

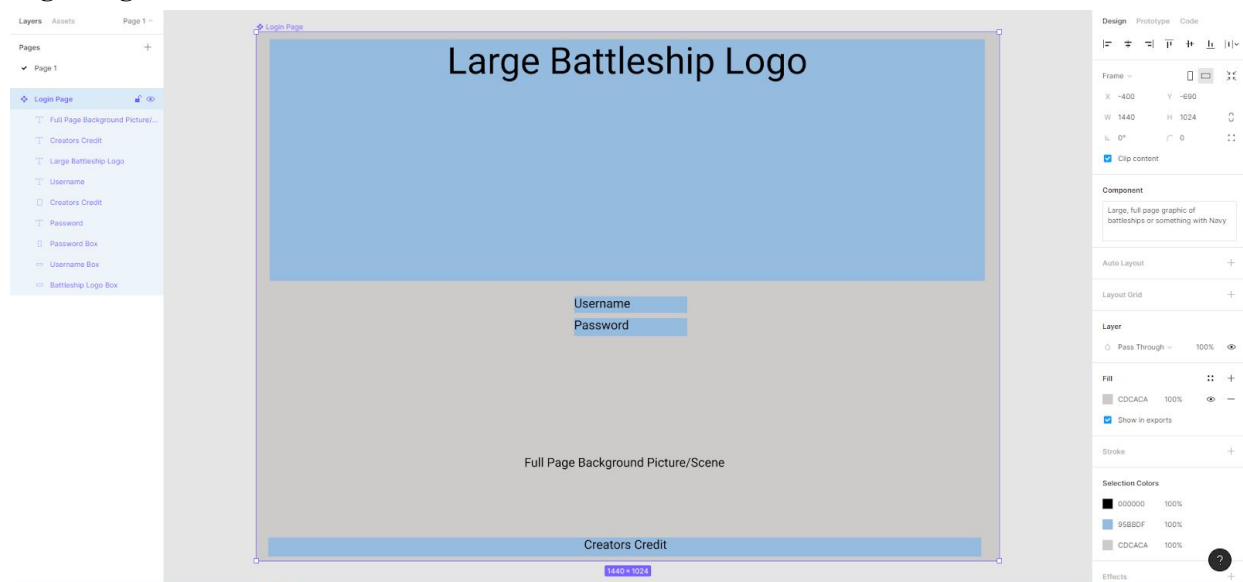
Link to Jira:

<https://csci-3308-fa20-113-5.atlassian.net/secure/RapidBoard.jspa?rapidView=1&projectKey=H15&view=planning&selectedIssue=H15-21&epics=visible&issueLimit=100&atlOrigin=eyJpIjoiYjZlZWVjNmI1MmYyNGU5ZThjNGIxOWY2ZjI0OTEyNzAiLCJwIjoiajI9>

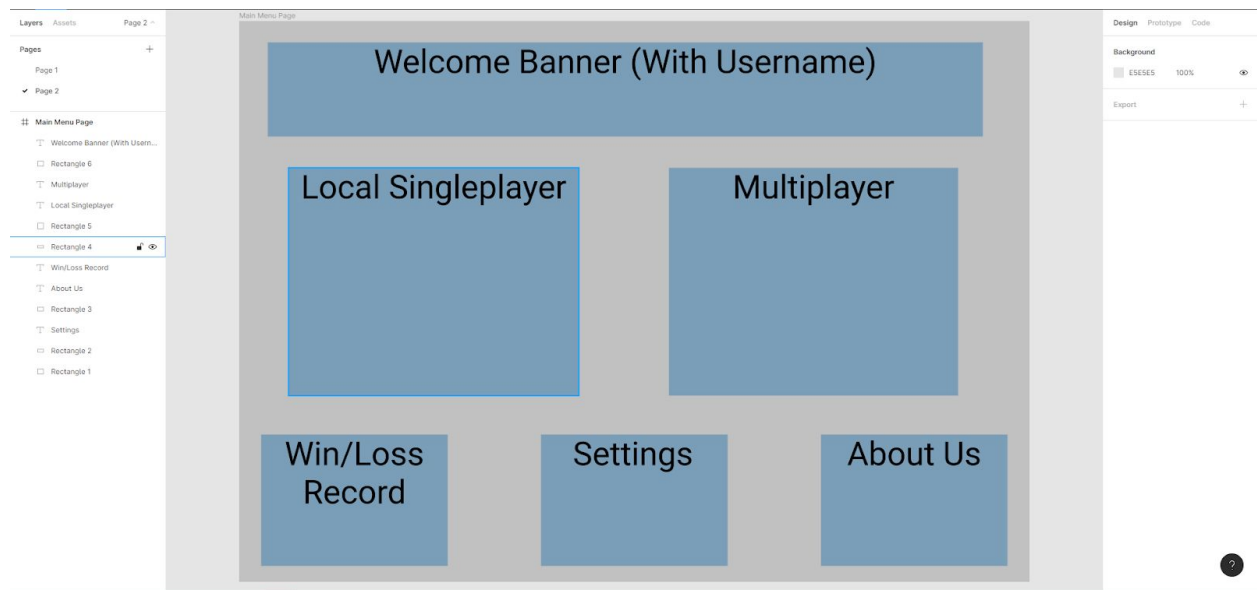
This contains our features which are split into different epics and are then placed into the different sprints we have created. The sequence of the sprints is in order, and the date of each sprint. We have each person assigned to the features, but will continue adding more and assigning more as we move on. The last sprint is the sprint where we touch up and turn in a completed project by Nov. 30, 2020.

Wireframes

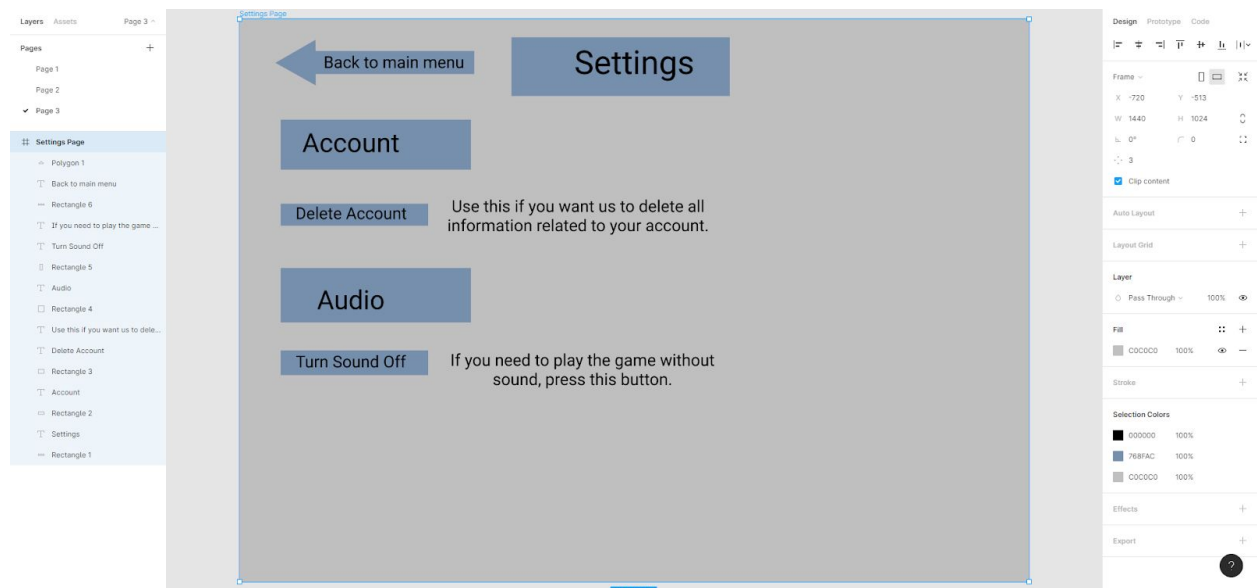
Login Page:



Main Menu Page:



Settings Page:



Individual Contributions

Current Contributions

Andres:

- Project Features Details
- Project Plan Layout

- Sprint Points

Sal:

- Sprint Layout
- Project Features Details
- Added sprints to Jira

Kai:

- Project Features Details
- Creating user stories in Jira, updating details
- Submission of project milestone 1

Matthew:

- Wireframes
- Project Features Details

David:

- Project Features Details
- Database Details

Future Contributions

Andres:

- Endgame/Win-Loss Stats Screen (HTML/CSS)
- Stats Implementation (PostgreSQL)
- Basic Battleship Functionality (JavaScript)

Sal:

- Settings (HTML/CSS)
- Trivia Implementation (JavaScript)
- Local Multiplayer System (JavaScript)

Kai:

- Login Screen (HTML/CSS)
- Login Database (PostgreSQL)
- Sound System (JavaScript)

Matthew:

- Main Menu (HTML/CSS)
- AI Battleship Implementation (JavaScript)
- Sound System (JavaScript)

David:

- About Us (HTML/CSS)
- Turn Buffer System (Local Multiplayer) (JavaScript)
- Quit/Restart Implementation (JavaScript)

<https://csci-3308-fa20-113-5.atlassian.net/secure/RapidBoard.jspa?rapidView=1&projectKey=H15&view=planning&selectedIssue=H15-21&epics=visible&issueLimit=100&atlOrigin=eyJpIjoiYjZlZWVjNm1MmYyNGU5ZThjNGIxOWY2Zjl0OTExNzAiLCJwIjoiaj9>

<https://csci-3308-fa20-113-5.atlassian.net/secure/RapidBoard.jspa?rapidView=1&projectKey=H15&view=planning&selectedIssue=H15-21&epics=visible&issueLimit=100&atlOrigin=eyJpIjoiYjZlZWVjNm1MmYyNGU5ZThjNGIxOWY2Zjl0OTExNzAiLCJwIjoiaj9>