**CIS 350, Summer 2019, Group Term Project**

|  |  |
| --- | --- |
| **Project Name** | Modern WarioWare Game System |
| **Project Description** | Our project will take from the original WarioWare game for the GameCube. We will make a total of 6 minigames that are displayed on the menu. The user can select a game and play it until they fail it three times, causing the game to end. There is no real winning, the game just gets faster and faster until they mess up. |
| **Team Members** | Kali Zurawski, Bobby Gardner, Dan Conklin |
| **Platform Details**  **(Language, IDE, etc.)** | Language: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_Java\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_  IDE: \_\_\_\_\_\_\_\_IntelliJ\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_  VCS: Git, GitHub/BitBucket  Framework/Plugins:   * JUnit * Checkstyle * FindBugs   Other Tools/Plugins:   * ObjectAid UML Explorer * EclEmma |
| **Release 1:**  **Planned Features** | * Basic GUI * 3 Games the user will be able to play * A transition screen between game levels * A border that will be applied to each game |
| **Release 2:**  **Planned Features** | * Main menu * 3 Games the user will be able to play * An intro to the overall game |