

Flamenco Engine

Team Flamenco

The Team

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Problem Statement

- The average person is too busy to commit to playing games online with friends. Games often take time, and on top of that have rules that can be complicated and difficult.
- We're creating a platform for friends to easily play simple games together on a whim, using rules that users define.

Product Description

Designing

- The more creative users can create their own games and share them online.
- Users learn the engine by looking at the Flamenco-built sample games.
- Easy to build and easy to share.

Product Description

Playing

- Players compete against each other in user-created games.
- Game results can be determined by voting, allowing for a more flexible way to play.

Product Description

Communication

- Account system
- “Party” system - play with friends in a lobby
- Chat

Timeline

- October - Focus on the games: Build the creation engine and the platform the games can run on.
- November - Focus on the communication: Build the chat, voting system, parties, etc.
- Late November - Create the sample games.
- December - Testing.

Costs

Description	Total Cost
Domain Name	\$10
Server Hosting	\$567
Coding	\$24000
Total	\$24577