PHRASECARDS

Daniel Choi

Sean Kelley

Robert Hromada

David Su

Mike Turley

Colby Stone

Yue Shing

Team Roles

Colby Stone	• Project Manager
Sean Kelley	• Creative Director
David Su	• FrontEnd Programmer
Yue Shing	• FrontEnd Programmer
Mike Turley	• BackEnd Programmer
Daniel Choi	• BackEnd Programmer
Robert Hromada	• Documentation Scribe

Project Description

- Free-to-play multiplayer online game

- Variant of the classic Mad-Lib game

- Popular stories are shown on site

- Will include features such as a leaderboard and chat-room

Rules

- Turn based voting with "Card Czar"

- Participants give words to the Czar to pick

- "Card Czar" changes each turn

- Czar sees the sentence context before he votes on the word

- Scoring based on what card Czar picks

- Entire story is shown at end

Budget

Item	Description	Cost
Hosting	Heroku Standard 0 — 1 GB RAM, 64 GB storage, 120 connections	$50 per month
Development	4 Developers @ $30-40 per hour X 120 hours	$16,800
Design	1 Designer @ 25 per hour X 60 hours	$1,500
Equipment	6 laptops X $1,200	$7,200

Timeline

10/9/2014	Gathering up requirements for application. Building skeletal framework for backend and frontend. Creating the database. Testing.
10/16/2014	Begin developing front end and backend features: User accounts, homepage, etc.
10/23/2014	Developing front end and backend features: Basic game mechanics and online features. Testing.
10/30/2014	Continue developing front end and backend features: Basic game mechanics and online features. Testing.
11/6/2014	Continue developing front end and backend features: Basic game mechanics and online features. Testing.
11/13/2014	Have a functional web application. Test web application for robustness and/or finishing up basic features.
11/13/2014	developing front end and backend features: Advanced game mechanics. Testing.
11/20/2014	developing front end and backend features: Advanced game mechanics. Testing.
11/27/2014	Stretch goals, additional features.
12/01/2014	Presentation preparations