

Leaderboard and Matchmaking planning documents

Overarching goal

Implementing a matchmaking system for pairing players and tracking scores, win/loss statistics, and ranking systems

What the Leaderboard and matchmaking team overseas.

- Implementing skill-based matchmaking where players are paired with appropriate opponents.
- Add a leaderboard where the top-ranked players can see how they stack up against the competition.
- Enable players to challenge other players or queue up for new matches.
- Make stubs for the databases containing the player stats, leaderboards and match history.
- Update stats and leaderboard after a game
- Displaying leaderboard (With GUI team)

Iteration 1 work breakdown:

As a group:

Figure out what the leaderboard and matchmaking should look like, what classes are needed, and what case descriptions we need.

Team lead:

Project planning documents

Team member 1:

3+ use case descriptions

Team member 2:

3+ use case descriptions

Team members 3, and 4:

Create used case diagram and class diagram

Timeline:

Feb 22-28: (iteration 1)

- Set up repo

- Set up communication channels

March 1-7: (iteration 1)

- Create 5+ use case Descriptions for Leaderboard and Matchmaking
- Create a use case diagram for the use case descriptions
- Create a class structure diagram for the Leaderboard and Matchmaking section of code
- Timeline for leaderboard and Matchmaking team

March 8-14: (iteration 2)

- Create/sign accountability contract with other teams
- Analyze the leaderboard and Matchmaking design of two different groups and list strengths and weaknesses
- Look over 10 use case descriptions and their associated diagrams and note any errors (amount may change with how many there are)
- Work on reviewing one planning document (amount may change with how many there are)
- Create the classes with just documentation of what the cases are and what they do

March 15-21: (iteration 2)

- Create Grade Adjustment Table with other teams
- Work with other teams using the strengths and weaknesses from last week to identify 2 changes or improvements
- Combine the previous work to make letter to reviewed team
- Finish planning document review
- Work with team to make a feature proposal document
- work with other teams to create letter grade proposal
- in code document what methods we need and start working on a few of them

March 22-28: (iteration 3)

- try to finish most of the coding
- add or remove changes from other groups review of our project

March 29-April 4: (iteration 3)

- finished coding
- work with gui team to get the gui for the leaderboard working
- work with integration team to connect our code with the rest of the groups
- start working on some test cases

April 5-11(iteration 3)

- work with other teams on changes made doc
- create video submission with other teams (demonstrate features of matchmaking system)
- finish test cases