Bool Dogs

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Team Contract

A) Team Name: Bool Dogs

B) Response time: Responses should be made within 24 hours. This is more than fair allotted time to respond to questions.

C) What members should do if they get stuck: Members should ask other members for help as we are all learning.

D) What they should do if they have to miss lab: Members should notify other members as soon as possible about a planned missed absence.

E) What should be done with slackers: Public Execution.

Proposal #1) Connect 4

A) What can the user do with the program?

The user will be able to play a game of Connect 4

B) What features will the product include?

The product will include player vs player, Player vs A.I. and A.I. vs A.I.
If time allows we would like to add custom game features that allow players to play connect 5, connect 6 etc. and allow players to choose custom size of the board

C) What are your Goals for the design of the product?

We plan on stating relatively simple with a functional board displayed on screen using ‘x’ and ‘o’. Once we have a fully functional game we hope to be able to add better designs with color and incorporate sounds if possible.

D) What assumptions will you make when designing the project?

We assume that the A.I. portion of the game will give us the most issues. We believe we will need to study actual game play to design an algorithm that imitates human gameplay.
We assume we will have to use a two dimensional array to simulate the game board.
We will have to create algorithms to catch possible win conditions and errors.

E) What we hope to learn?

We hope to learn how to program A.I. as we do not have experience in this.

Proposal #2) Battle ship

A) What can the user do with the program?

The user will be able to play a game of battle ship. If the player has never played then we can include a help menu that shows the user how to play the game properly.

B) What features will the product include?

We will include 3 options to that allow human vs human, A.I. vs A.I. and human vs A.I.

C) What are your Goals for the design of the product?

We first plan to start with a simple board displaying the game board of the player. If time allows we plan on including better graphics along with sounds.

D) What assumptions will you make when designing the project?

We assume we will figure out a way not to allow users look at each other's board.
As this is a grid game we assume we will use a two dimensional array to keep track of players ships.

E) What we hope to learn?

We hope to learn the issues with making games available digitally. Example this game is a game where each player has their own dedicated board and we only have one display to work with

Proposal #3) Checkers

A) What can the user do with the program?

The user will be able to play a game of checkers.

B) What features will the product include?

The product will include human vs human, A.I. vs Human and A.I. vs A.I.

C) What are your Goals for the design of the product?

We need to have a two tone game board as this is how checkers is played. We plan on working with simple ‘x’ and ‘o’ as checker pieces until we can have a functional checker game. We can then design the game with better graphics if time allows.

D) What assumptions will you make when designing the project?

We assume designing the algorithm for the computer A.I. will give us trouble. We also have to figure out how to have the pieces interact properly with other pieces on the board.
We assume the player already knows how to play checkers.

E) What do we hope to learn?
We believe this will give us many challenges in created proper gameplay. We will have to implement many ways to handle errors from users as there are many restrictions to where a game piece may move to.