Zachary Kuchar Senior Project schedule paper 1-6-19

For my senior project, I am planning to extend a class assignment. In my Web systems class, I received an assignment for a crazy eights card game on the web. There were three different alterations of the assignment. One version played the game through alerts in the web page. The second version played the game with actual card graphics against a computer. You clicked on the card that you wanted to play, and you could click on the deck of cards to draw a card. The third version was played in the same way, but two different people connected to a server to play against each other. My project will involve taking this game, along with multiple other card games, and putting them on a fully fleshed out website.

This project will involve several different card games. Games like war, go fish, and many others can be included. These games will have updated graphics and some animations build into the gameplay. The website will also feature a login system. People can create a user ID and password, and then login to the site to play. When a person wins a particular game, there username, along with their score or best number of moves, will be uploaded to a database. This database will contain the scores of everyone who has achieved a good score on a certain game. You will also be able to view each of the scoreboards to compare yourself to others who are playing.

I am interested in making this project because I have an interest in creating video games. Video games have been one of my favorite hobbies for some time now. I feel like I could have just as much fun creating games, as I did when I was playing them. A project like this could be the start to such a career path. While I do not want to necessarily want to create games for websites on computers, this project could be a nice thing to put on a resume for employers to see. It could be an accomplishment to help me convince a company that I am the type of person that they are looking for and potentially help me get hired. However, if I cannot find work at any particular game company, this project could still help me find a job. It will help me to convince an employer, that I am a person who is dedicated to their work. I could get a job at a software development company if the opportunity presents itself.

For my program, I would like to accomplish the goals described in the following paragraphs. If I can stay on schedule, I believe my project will be able to be successful. These goals can change though depending on whether I am either ahead of schedule or behind schedule. These goals will involve either accomplishing steps for functionality or completing a portion of the project paper.

For the first week, I would like to get the general setup for the primary games on the website done. This means working on the HTML to create the initial look of the project. Features for setting up a login or for any of the games would be done during this time. Starting the second week, I would like to begin with setting up the functionality for each game. This will mean setting up the behind the scenes JavaScript coding. The individual coding for each game will take some time. I plan to have this done for the end of the fourth week. By the end of the third week, I plan to have the introduction to the project paper done. This will talk about what the project is and what has happened with it up to that point. If any necessary changes need to be made to this paper, it will be fixed and then returned by the meeting time the following week. For the fifth week, I will begin to integrate online capabilities for games on the site that have the capabilities to play two players. Games such as Crazy Eights, Black Jack, and Go Fish, involve having two players. I will set up different servers so that it is possible for two players to connect online and play against each other. I plan to have this done by the end of week six.

For week seven, I will begin to set up the database portion of this project. This will involve setting up a database for users, as well as a leaderboard for each game. By the end of week seven, I hope to have the general setup for the database done. By the end of week eight, I will integrate the database with the actual project. I will set up the create a login screen to be able to add a username and password into a table. I will set up each game to either keep track of moves or a score. This value will then be added into its own database, alongside the active user. By week six, I hope to have the second iteration of the project paper done. This iteration will involve once again what has happened with the project up to that point. This can include any problems that may have come up. A corrected version will be handed back by the end of next week.

In week nine, I will start to integrate better graphics and animations into each game. This will involve different cards moving around the screen and fixing up the images for some of the cards. This may involve editing the functionality of the code to change the card positions. This could possible take time depending on the complexity of each game. I plan to have this done by week twelve. By week nine, I will have the third copy of the paper done for review. It will be returned with any of the necessary corrections by the meeting time the following week. The final copy of the project paper will be turned in on week fourteen. This will include a combination of all the project paper increments that I have turned in up until that point. For the final three weeks, I will work on polishing the website up, fixing any problems that might still be occurring at this time, and adding a few additional features. These features can range from additional games, to other little things that a user can do for their account. If I am running behind schedule, I may use this time to catch up on what needs to be done. However, if time allows, I hope to use this time to perfect my project. Finally, I will set up a time on the last week of classes in order to present my project to the school.