

Assignment 2

Team Contract

Faculty Advisor: Giovanni

Team Contract:

Names + Contact

Aidan Sommer: sommerab@mail.uc.edu

Henock Dinberu: dinberhw@mail.uc.edu

Rukudzo Mushunje: mushunrl@mail.uc.edu

Meeting Times:

Frequency: Twice a week

Sunday afternoon

Friday: afternoon

Project Description

Develop a competitive coding environment that allows people to compete against each other in real-time, head-to-head competition. Users will be able to log onto the platform and be pitted against other users for rank points. There will be different game modes that offer different playing styles and challenges. The main difference between other coding applications like CodeWars and LeetCode is that we are focused on making a fun, competitive coding platform that challenges users in real-time scenarios.

Roles:

Henock: Developer

- Server-side development
- Web development
- UI/UX development

Aidan: Developer

- Server-side development
- Web development
- UI/UX development

Rukudzo: Developer

- Server-side development
- Database development + team management
- Ai integration