

# Assignment 2

## Team Contract

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**Faculty Advisor:** Giovanni

**Team Contract:**

**Names + Contact**

**Aidan Sommer:** [sommerab@mail.uc.edu](mailto:sommerab@mail.uc.edu)

**Henock Dinberu:** [dinberhw@mail.uc.edu](mailto:dinberhw@mail.uc.edu)

**Rukudzo Mushunje:** [mushunrl@mail.uc.edu](mailto: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