

Team Number: 108-4

Team Name: The B-Team

Team Members: Weiyao Tang, Aashay Choksi, Neeloopal Katuri, Alex Thompson, Zaki Kidane

Application Name: Nostalgia Games

Application Description

A website that is a collection of small games that bring back nostalgic memories from childhood. Games such as Connect 4, Tic-tac-toe, Battleship, Hangman, Frogger, Snake, Galliga, etc. The home page is a collection of these games that the user can choose from. Each game has its own page and has its own leaderboard.

Users can choose to make a profile that allows them to store their high scores on the various games. If they choose not to, they will be provided with a temp profile that does add their score to a leaderboard. The website itself will be HTML with possible Flash for the actual games. And we plan on using some form of SQL for the backend database systems.

Potential features include: a friends system, a chat system, a message board where players can suggest future games, each game can be upvoted so that the games can be ranked/displayed by popularity.

Vision Statement:

For users of any age who are looking for a simple pastime. Nostalgia Games is a collection of games that instill a sense of nostalgia for the user. Unlike conventional flash game websites which prioritize quantity over quality, our product ensures high quality, engaging classics.

Version Control:

Milestones: <https://github.com/neel010427/Milestones.git>

The screenshot shows the GitHub repository settings page for 'neel010427 / Milestones'. The page is viewed from the 'Collaborators' tab. On the left, a sidebar lists settings: Options, Collaborators (selected), Webhooks, Notifications, Integrations & services, Deploy keys, Moderation, and Interaction limits. The main content area shows a list of collaborators with their avatars and usernames: aith4669, zakidane, aashaychoksi, Tang111111, and Shreshtha Pankaj. Each collaborator has a red 'X' icon to remove them. Below the list, there is a section for 'Search by username, full name or email address' with a text input field and an 'Add collaborator' button. The footer of the page shows the GitHub copyright notice for 2019 and various links like Terms, Privacy, Security, Status, Help, Contact GitHub, Pricing, API, Training, Blog, and About. The Windows taskbar at the bottom shows the time as 3:24 PM on 2/16/2019.

Meeting Logs: <https://github.com/neel010427/Meeting-Logs.git>

The screenshot shows the GitHub repository settings page for 'neel010427 / Meeting-Logs'. The page is viewed in a web browser with the address bar showing 'https://github.com/neel010427/Meeting-Logs/settings/collaboration'. The repository has 1 Watch, 0 Stars, and 0 Forks. The 'Collaborators' tab is selected, showing a list of collaborators: aith4669, zakidane, aashaychoksi, and Tang111111. Each collaborator has a 'Push access to the repository' checkbox, which is checked for all. Below the list, there is a section for 'Shreshtha Pankaj' with a 'Copy invite link' button and a 'Cancel invite' button. A search bar is provided for adding new collaborators, with instructions: 'Search by username, full name or email address. You'll only be able to find a GitHub user by their email address if they've chosen to list it publicly. Otherwise, use their username instead.' The footer of the page shows the GitHub logo, copyright information, and links to Terms, Privacy, Security, Status, Help, Contact GitHub, Pricing, API, Training, Blog, and About.

Collaborators

Push access to the repository

Collaborator	Push access to the repository
aith4669	<input checked="" type="checkbox"/>
zakidane	<input checked="" type="checkbox"/>
aashaychoksi	<input checked="" type="checkbox"/>
Tang111111	<input checked="" type="checkbox"/>

Shreshtha Pankaj
Awaiting shreshtha-pankaj's response

Copy invite link Cancel invite

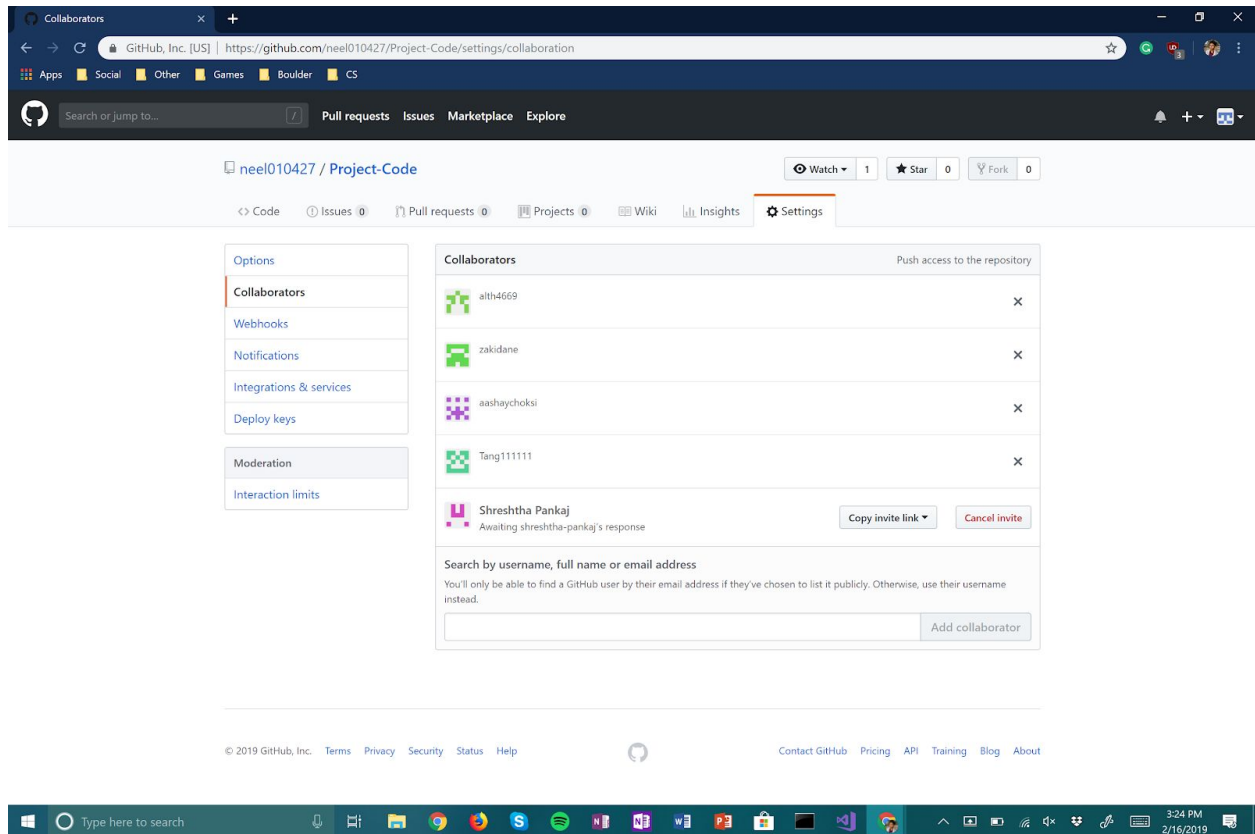
Search by username, full name or email address
You'll only be able to find a GitHub user by their email address if they've chosen to list it publicly. Otherwise, use their username instead.

Add collaborator

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Project Code: <https://github.com/neel010427/Project-Code.git>



Development Method: We plan on using the Agile/Scrum development method, meeting regularly every week to define specific goals to work towards and check in for the following meeting.

Communication Plan:

We plan on using Facebook Messenger as our primary form of communication. We will still meet regularly during the week, specifically in lab groups to check in with each other. We will be sharing relevant documents using Google Docs so everyone can see/edit as needed. We'll make sure we all have the code needed using Github.

Proposed Architecture Plan

Frontend: HTML, CSS, Javascript for the actual website UI. Possibly incorporate Flash to enhance the graphics of our games. Primarily focused on PC users, possible mobile user integration in the future.

Integration Layer: Java/C++ to integrate the frontend and backend

Backend: Some version of SQL to make and maintain databases.

Meeting Plan: Saturdays from 1-3 pm. We'll plan on meeting up in ECCR. If we can't make this time, we plan on meeting up on Fridays at 5pm.