

Team 6

Project: Barbu Online

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Team 6: Project Charter

CS 30700

Team Members: Cole Compton (Project Manager), Julian Ng, Morgan Kaehr, Noah Johnson, Matt Whipple

Problem Statement:

There are few online platforms to play Barbu (a 4-player card game popular among Bridge players), and those that exist (playok.com/cardzmania.com) lack comprehensive community interaction and are mostly occupied by advanced, fast-paced players. We aim to create a more intuitive and social alternative that is geared towards beginners without alienating advanced players. Our Barbu platform will be user-friendly, community focused, competitive, and fun to play!

Project Objectives:

- Create an online platform for playing Barbu
- Comprehensive tutorial for beginning players
- Create lobbies for users to start games with other specific users
- Features
 - Friends list for users
 - In-game chat rooms
 - Global chat room
 - Personalized profiles
 - Wins-Losses tracker
 - (If time) Player ranking system
- (If time) A single player mode that has computer players that can follow the rules of the game and make strategic plays

Stakeholders:

- Advanced players (will be able to play against other users of a similar skill set)
- Beginning or intermediate players (will be able to improve their skills by playing against computer players)
- Project Manager: Cole Compton
- Developers: Cole Compton, Noah Johnson, Morgan Kaehr, Julian Ng, Matt Whipple
- Purdue University

Deliverables:

- Web-based application
- Python based backend development
- pyCardDeck framework to help manipulate a deck of cards in the back end

- JS, css, and HTML5 front end possibly with use of frameworks (Panda2, cards.js, React)
- Firebase for database storage of user information, statistics, and community interaction
- Firebase for user security and authentication