Online Logic Game

Team Members

Samuel Kwarteng, Nicholas Zetzl, Brendan Raftery, Kyle Copenhaver, Eric Lee

Problem statement

With this project, we will create a web-based strategy game that will challenge people in their critical thinking and problem solving skills. This game will be peer-to-peer which further creates a competitive and fun atmosphere. Not only this, but a logic based game provides many different aspects to practice our software testing skills.

Project Objectives

- Develop a strategy game that is simple to learn but difficult to master
- Provide users with a way to socialize while playing the game (Stretch goal)
- Provide an automatic system of matching users together
- Provide an invited-based system for matching users together
- Develop a game that looks clean and is easy to use
- Develop a game that isn't too demanding on computer resources

Stakeholders

- *Users*: People who want to be challenged and have fun at the same time
- *Developers*: Samuel Kwarteng, Nicholas Zetzl, Brendan Raftery, Kyle Copenhaver, Eric Lee
- *Product Owners*: Samuel Kwarteng, Nicholas Zetzl, Brendan Raftery, Kyle Copenhaver, Eric Lee

Deliverables

- A website that users can go to in order to play a challenging logic-based game.
- A matchmaking and invite system to pair users together
- A backend server to host the website and handle data from the game
- A database to store data about game instances, users, etc.