Online Logic Game

CS 408 Fall 2017

Team 18

Team Members

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Problem statement

With this project, we aim to create a web-based version of Chess that will challenge people to develop and harness critical thinking and strategic planning. By matching players against those of similar skill, users can find competitive play easily, or we provide the option for players to face off against their friends. This project will also provide unique programming challenges as we explore the innumerable possible game states and interactions. 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 a matchmaking and invite-based pairing system
- 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.
- A NodeJS based backend to handle hosting and matchmaking games
- A javascript based front-end client for users to play the game on
- A MySQL based database to store user profiles, skill level, etc