

JOGOS MATEMÁTICOS

M4 Presentation



TEAM MEMBERS



Nuno Lau
Advisor



Diogo Carvalho
Team Manager



Diogo Cunha
UX Designer



Pedro Santos
QA Engineer



Diogo Gomes
Co-Advisor



Ricardo Cruz
Product Owner



Pedro Amaral
Architect



Rafael Baptista
DevOps Master

OBJECTIVES/GOALS



Development of chosen games engine



Web App/Mobile App



Play games remotely



Rank players based on their individual skill level at each game



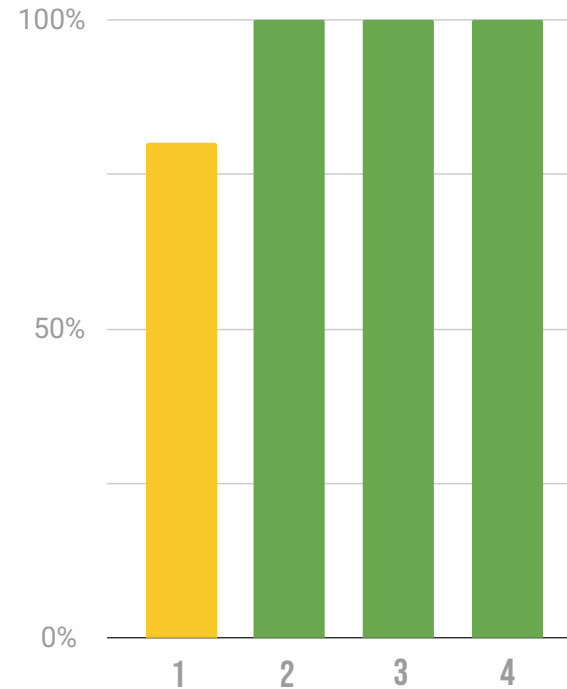
Play/ Train without the need to find another person to play against



Easily set up and manage tournaments involving large groups of players

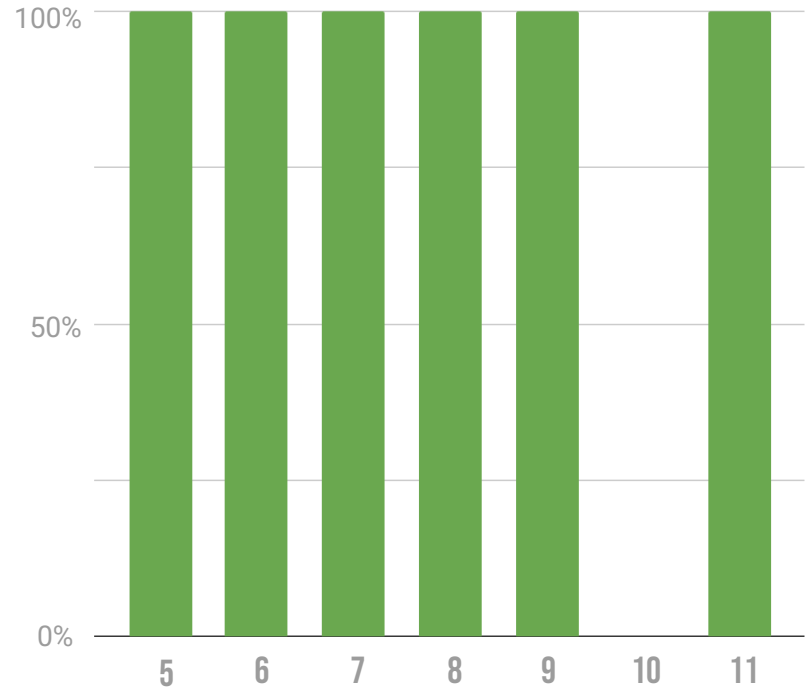
FUNCTIONAL REQUIREMENTS - USERS

1. Create/Manage personal account
2. Manage friendships with other players
3. Report other users
4. Access previous games history



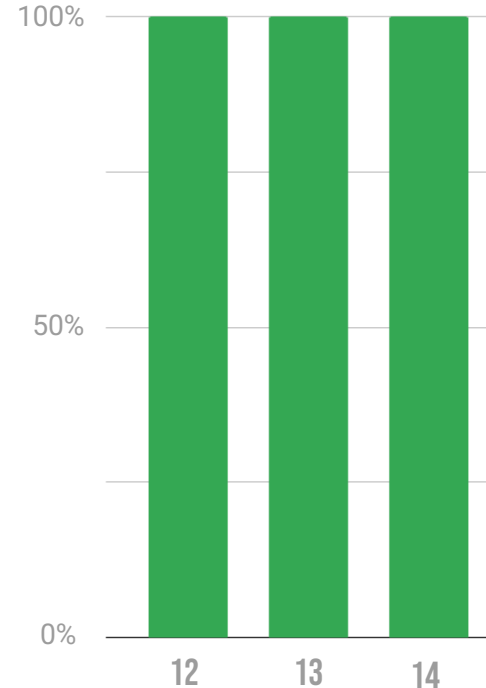
FUNCTIONAL REQUIREMENTS - GAMES

5. Play games with a friend in the same device
6. Play games with a friend in distinct devices (using a link)
7. Play games against AI Bot
8. Allow change AI Bot difficulty (easy, medium, hard)
9. Play games against random people (with or without identical rank)
10. Allow communication via chat with pre-defined sentences
11. Invite friends to play (directly through the app)



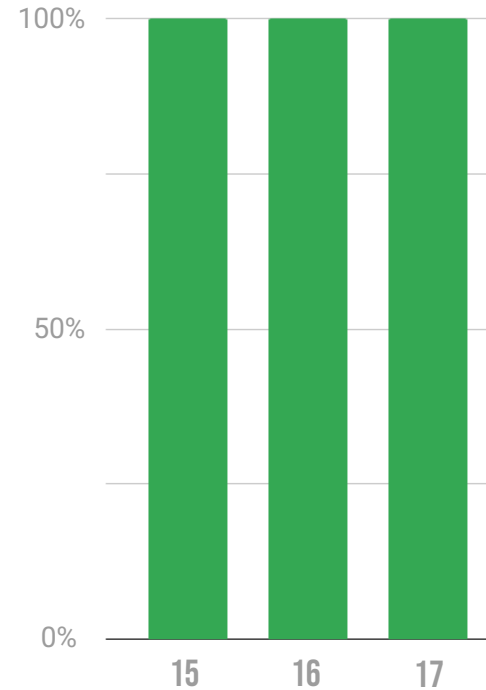
FUNCTIONAL REQUIREMENTS - TOURNAMENTS

- 12. Create/Participate in public or private tournaments
- 13. Invite/Kick players from tournaments
- 14. Administrate tournaments (Change configurations, start phases)



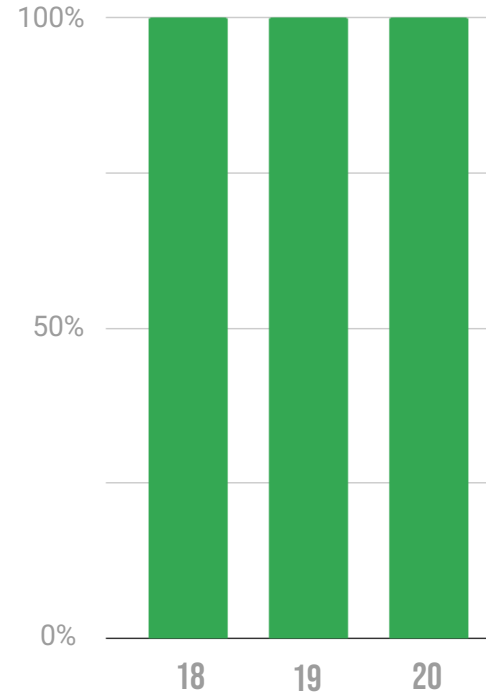
FUNCTIONAL REQUIREMENTS - ADMIN

- 15. Upgrade/ Downgrade account privileges (regular user, tournament privileges, admin)
- 16. Ban/ Unban users
- 17. Watch full statistics in admins side regarding all games/users



ADDED FEATURES

- 18. Change/Customize avatar (hats, shirts, trousers, accessories, skin color)
- 19. Notification Box (friend requests, game invites, tournament notifications, ...)
- 20. Global player ranking (players ranked by their level with options to search specific users)



VIDEO DEMO



LESSONS LEARNED

- How to learn new technologies and frameworks autonomously
- Planning is a key component in software development projects
- Good practices are rewarded with improved software quality
- How to work on a more realistic project with multiple people
- Create and maintain a work routine
- Healthy work environment with everyone following established protocols helps