CS 370 Project Proposal

Team Name:

Team Members: Tyler Holland, Ross Jacobs, Andre Judson, Jeff B-Kaeding, Daniel Hartman

**App Concept / Problem to Solve / Intended Audience:**

Concept: A board game loosely based on Settlers of Catan and Civilization 5

Problem to solve: People have spare time/ time to kill

Audience: Anyone interested in playing a board game on their phone

**Feature List:**

* Use of own database/server
* Quick to demo
* Weak AI (functional AI)
* Not a simple game
* Falls under Fair Use / non IP infringement
* Multiplayer (local)
* Easy to learn hard to master
  + Multiple paths to victory, no clear “best path”
* Game statistics
  + separate section on main screen for high scores
  + also presented at end of game
* Replayability
  + RNG maps
* Persistent
  + short time commitment / easy to resume
* Not full-screen (display battery, time, etc.)
* Competitive

**Visual Designs:**

Game board is the euclidean tiling 3.4.6.4

Not full-screen: displays time, battery, etc (little bar at top of screen)

Screens: Board play screen, Main menu/ settings, Statistics

**App Platform / Technologies:**

Developing for Android, using Android Studios

uses MySQL databases

**App Data / API source:**

We will create our own API

We will host our own database server