Team 13 Project Charter

Team Members:

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Problem Statement:

Our teams project is to create a multi-level simple puzzle game that increases in difficulty with each level. While keeping score that can be posted to a scoreboard, while keeping a personal best.

Project Objectives:

- Create ten puzzle maze type levels
- Keep track of score based on time completion, objects hit, and object picked up
- Store the scores in a local database
- Enhance users' analytical skills and creativity

Stakeholders:

The stakeholders are the users of the game.

Project Deliverables:

A program utilizing Java Swing API that will generate a maze type level that a user can navigate through trying to pick up items and solve puzzles along the way, while avoiding obstacles. The game will also keep track of your score.

There will also be a database for storing important details such as user information and the scores. The game will be delivered as an executable Java file (.jar file) complemented by several bash scripts. The scripts will run back-end tasks such as storing the scores into the database.