Cardglomerate

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**Problem Statement:** Our team seeks to design and implement a platform for playing single- and multi- player card games. This platform will include social and metagaming features, such as leaderboards and stat tracking. Our games will also contain artificial intelligence to compete against.

**Project Objectives:**

* Allow users to choose and play card games
* Allow users to search for and find other users for multiplayer games
* Persistent identity through user accounts
* AI to play against users
* Track and display user statistics
* Allow text-based chat between users
* Display leaderboards for all players
* User achievements

**Stakeholders:** The stakeholders in this project are the card game players, as well as the developers(us) who must maintain the web servers, the project owner(also us), and customers(people who want to but the product).

**Project Deliverables:** Our team will create a web-based application that users may use to play a variety of card games. This will use a database to hold user information, leaderboards, and achievements. We will use the Java Game API for the majority of the game structure. We will use Java Swing/AWT for the graphics. If we move the application to the web, we will use Bootstrap for the graphical interface.