SquirtleCoin

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PROJECT REQS

Functional
- Game playable on Android 4.4.4+
- Connect two game clients over bluetooth OR wifi OR internet
- Real-time multiplayer between two game clients
- UI functionality
- Basic stat tracking
- Multiple game modes (survival, endless, time trial)

Non-Functional
- Connect >2 game clients over bluetooth OR wifi OR internet
- Real-time multiplayer between >2 game clients
- Title screen
- Splash screen
- Player profile
- General visual enhancements (in-game graphics, UI design, app icon)

TIMELINE

Time	Thing to Do	Person To Do It
Week 1	1. App deployed and running on an Android device/emulator 2. Initial UI done (title screen, splash screen, player profile) 3. Begin work on game functions 4. Begin work on game connection	1. Jason 2. Ryan/Cathy 3. Justus/Zuodong (ALL) 4. Joshua
Week 2	1. Have peer-to-peer functionality working in some capacity 2. Continue with game development	1. Joshua/Ryan 2. Justus/Joshua (ALL)
Week 3	1. Finish game functions 2. Get game working over peer-to-peer 3. Improve UI *aesthetics* 4. Testing?	1. Zuodong (ALL) 2. Joshua 3. ALL 4. ALL

PROJECT MANAGEMENT TOOL
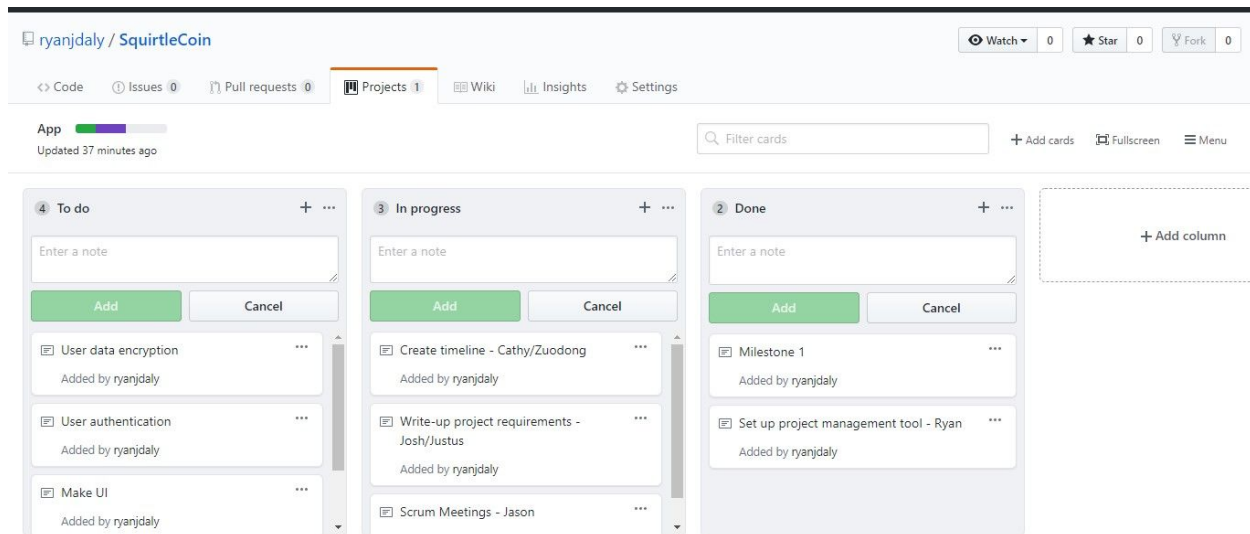
Agile Methodology

What Have We Completed Since the Last Meeting?

Everyone has different working ability and knowledge of certain software so it was important we learned about one another and knew each other's capabilities. Since our last meeting we have allocated our abilities considering what is necessary for Milestone Two and have assigned specific each member a part of Milestone Two. We have also established GitHub as our project management tool as well as our version control. We have added everyone to the repository as collaborators so that everyone may edit it.

What Will We Complete Before the Next Meeting?

We have not selected our IDE yet, but before our next meeting we will all install either Android Studio or IntelliJ. We will also discuss whether we want our application to run with each user having instructions or one set user having instructions for all other users. This will be a matter of how sure we are that we will be able to connect multiple devices.

Obstacles?

We need to make sure everyone becomes somewhat efficient in Java because our program relies heavily on Java. We are also struggling on how exactly we are going to be able to connect or users/clients via WiFi or Bluetooth. As far as display, we want to keep our users/clients from seeing a blank screen while data is fetched and loads on to their particular device and we have not found a solution yet.