



# Final Presentation

Lab 01 Team 06

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# Introduction



- Re-implement the BigTwo card game on website.
- Allow all-age players who understand English to play the game.
- Background
  - Developer background
  - BigTwo

# Why BigTwo?

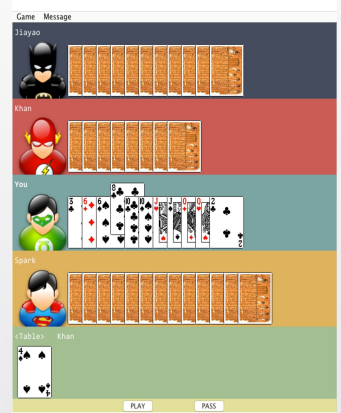


- BigTwo is one of the most popular card games in Asia, especially in China.
- We want to create a website for BigTwo fans to play BigTwo solely.

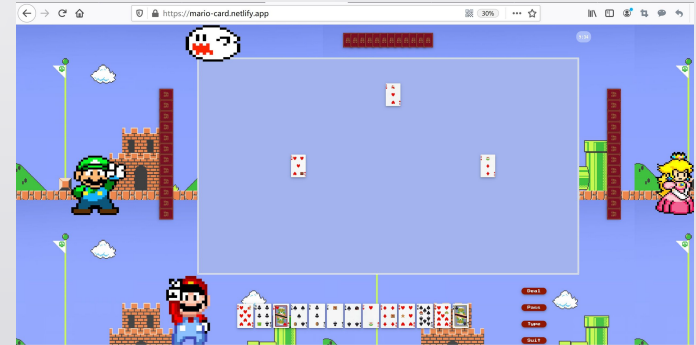
# Ideas Development

- Changes compared to the original project
  - Java ----> JavaScript
  - LAN(Local Area Network) Desktop App ----> Web game
  - Change the layout
  - Multiplayer Mode ----> Single Player Mode
  - Add timer feature
- How we test our project
  - Jest unit testing
  - Manual system testing

Original ->



Our ->



# Quality

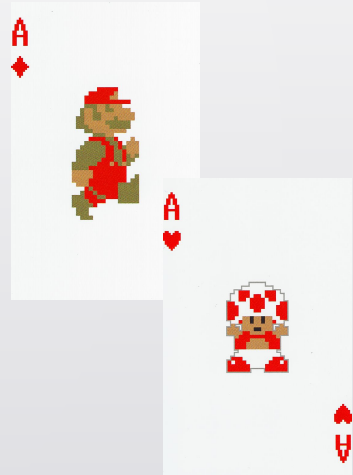
Attractive appearance:

- Cute images of cards and background
- Clear layout of cards and buttons

User-friendliness :

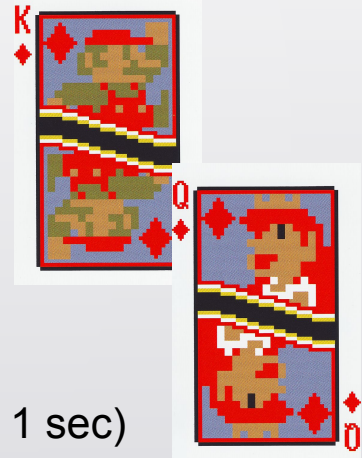
- Rules provided clearly
- Enable single-player mode
- Usable on most browsers(Firefox, Chrome, IE, etc)

[Link to play BigTwo](#)



# Quality Continued

- Robustness
  - Do not react with undefined actions from user
- Portability
  - Cross-platform design
- Maintainability
  - Modularity
  - Documentation
- Performance
  - System responds in a short-time manner (less than 1 sec)

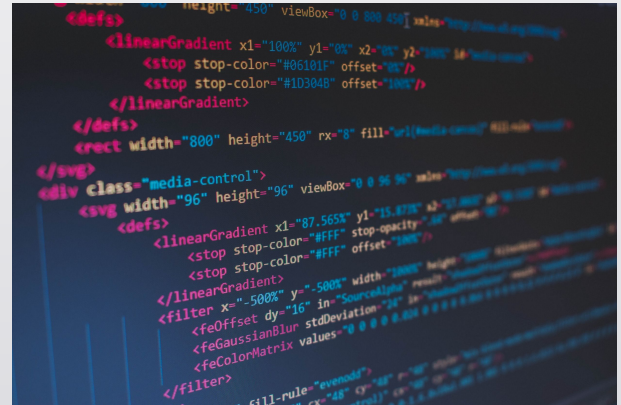




# Demo

# Conclusion

- Special Features
  - Mario Theme
  - Timer
  - Rules in the main page
- Good Quality
  - Good user experience
  - Excellent performance







Thank you for listening.