**CIS 350, Summer 2018, Term Project**

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| **Project Name** | Box of Cards |
| **Project Description** | A kit of card games developed for Android based phones/devices |
| **Team Members** | Seth Scheib, Andrew Wallace, Patryk Akhurst |
| **Platform Details**  **(Language, IDE, etc.)** | Language: \_\_\_\_\_\_\_\_\_Java/xml\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_  IDE: \_\_\_\_IntelliJ/Eclipse\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_  VCS: Git, GitHub/BitBucket  Framework/Plugins (if using Eclipse/NetBeans/IntelliJ):   * JUnit * Checkstyle * FindBugs (now available as SpotBugs for Eclipse)   Other Tools/Plugins:   * ObjectAid UML Explorer (if using Eclipse) * EclEmma (if using Eclipse) * Doxygen |
| **Release 1:**  **Planned Features** | * GUI that flows through menu screens * Software and GUI to support one game * Wifi communication between devices (not playing game) |
| **Release 2:**  **Planned Features** | * Multiple game modes * GUI that supports each game mode * Multi-player though WIFI * Android app * Google Play accessibility (possibly) |