BK - OISP

REPORT

Practice on Software Engineering

Caro Web Game

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CONTENTS

Table of Content

Document History

Date	Version	Changes	Changed by
16/04/2020	1.0	- Write report - Describe 5 functions	

I.   Introduction

Nowadays, human demand for entertainment has currently been improving, which results in the establishment of video games or entertainment applications. In addition, people these days have been prone to use web application rather than offline stuffs due to saving storage. Because of aforementioned reasons, we decided to develop a web-app named Caro Web Game. In this way, we can bring people advantages in suffering from stress and probably create a community for people having common hobbies.

Caro Web Game is a well-known game for almost all of generation. Our application provides people with a playground for various players. Users can communicate via chatting system or compete with others. In this way, people not only go on there to play game, but also to make new friends or networking relationships.

II.   Five main functions

User management system: Login screen and user's data storage.

Chatting system: Allow users to communicate for personal purposes and interact.

Navigation page: Direct people to the content users are looking for

Game logic: Handle internal mechanism of the game in order to perform all the tasks needed for it to work.

Player's Interaction: Two players after being navigated to a room, they will see a caro board and choose who plays first. Players move cursor and click on board to play when in turn.

III. Task assign

1. User management system

Person in task	Nguyen Gia Huy
Description	

2. Chatting system

Person in task	Thai Thanh Tai
Description	

3. Navigation Page

Person in task	Tran Quoc Anh
Description	

4. Game Logic Processing

Person in task	Le Trung Hieu
Description	

5. Player's Interaction

Person in task	Nguyen Tien Thanh
Description	

IV. Conclusion and development strategy