**HO CHI MINH CITY UNIVERSITY OF TECHNOLOGY**



**COMPUTER SCIENCE AND ENGINEERING**



REPORT

**Practice on Software Engineering**

**Caro Web Game**

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# **Document History**

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

# **Introduction**

Nowadays, human's demand for entertainment have currently been improving, which results in 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 on developing 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 provide people with an play ground with participation of 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 make new friends or networking relationships.

# **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.

# **Task assign**

## **User management system**

|  |  |
| --- | --- |
| **Person in task** | Nguyen Gia Huy |
| **Description** |  |
|  |  |
|  |  |
|  |  |

## **Chatting system**

|  |  |
| --- | --- |
| **Person in task** | Thai Thanh Tai |
| **Description** |  |
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|  |  |

## **Navigation Page**

|  |  |
| --- | --- |
| **Person in task** | Tran Quoc Anh |
| **Description** |  |
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|  |  |

## **Game Logic Processing**

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| --- | --- |
| **Person in task** | Le Trung Hieu |
| **Description** |  |
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|  |  |

## **Player’s Interaction**

|  |  |
| --- | --- |
| **Person in task** | Nguyen Tien Thanh |
| **Description** |  |
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|  |  |

# **Conclusion and development strategy**