Harry Zhang

Josh Privett

Thomas Mulholland

Kyle Whitaker

Taylor Hunt

Nick Hanemman

Project Phase 1

Team Name: Fire Mongooses

Our project consists of making an online game based on the popular card game known as DC Comics deck building. The main goal for our project is to eliminate the mundane tasks that come with playing DC Comics deck building such as keeping score and keeping track of cards. In addition, we hope to implement an ability to connect to an online server so that players can interact with each other from separate locations.

The cognitive issues that this implementation will address include an increase in robustness, and enabling real-time reactions. When this game is played using the actual cards and game board, it is very easy to miss a rule or function within the game mechanics. It also increases a margin for error where players may miss a scored point or a card effect. Essentially, our project should increase the ease of access, convenience, and functionality of in-person gameplay and gameplay online.

A rough timeline for our project is we hope to have an initial system design and mock-up done by the first week of March. Throughout March, we hope to have the game mechanics and card effects completely functional. By April, we hope that the ability to connect to a server and have online gameplay will be finished. Finally, by the first week of May, we hope that all features and gameplay will be finished.

The roles of our project will be divided as follows: Josh Privett and Trey Whitaker will work on the Game Mechanics. Harry Zhang and Taylor Hunt will implement the Server Connection/Online play. Finally, Nick Hanemman and Thomas Mulholland will work on Card Effects. In addition, all group members will work together to make the most robust and “easy-to-use” user interface.