

CSC 867

Internet Application Design and Development

Summer 2019 - Team 01 - Milestone 01

LUDO

Team Members

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Project Statement:

Our team will be developing Ludo Board Game.

Project Proposal:

Ludo is a board game that two, three, or four players may play. From the start, Each player will have four tokens, and each player's tokens are staged in one of the four corner areas called starting square of the board in the different colors. Each token can come out of the starting square and start to play only when the owner of that token gets six on the die. If a player has one or more tokens out of the starting square already, he or she can choose a token and move it forward by the number of squares indicated by die. Tokens can be moved in the clockwise direction. If no move is possible, the turn immediately passes to the next player. If the die rolls to six, the player may choose to move existing token forward or get the new token out of its starting square. Player gets bonus turn after six on the die. On the second chance, if die rolls to six again, the player gets bonus turn again. But on the third turn, if die rolls to six again, the player can neither move forward nor gets another bonus turn, but the turn immediately passes to the next player. If anytime a move ends on a square occupied by the other player's token, and the square is not a safe square, the token gets returned to its starting square, and the token can only reenter if the owner of the token rolls a six on the die. Whoever gets all four tokens to the final place first, wins the game.

Features:

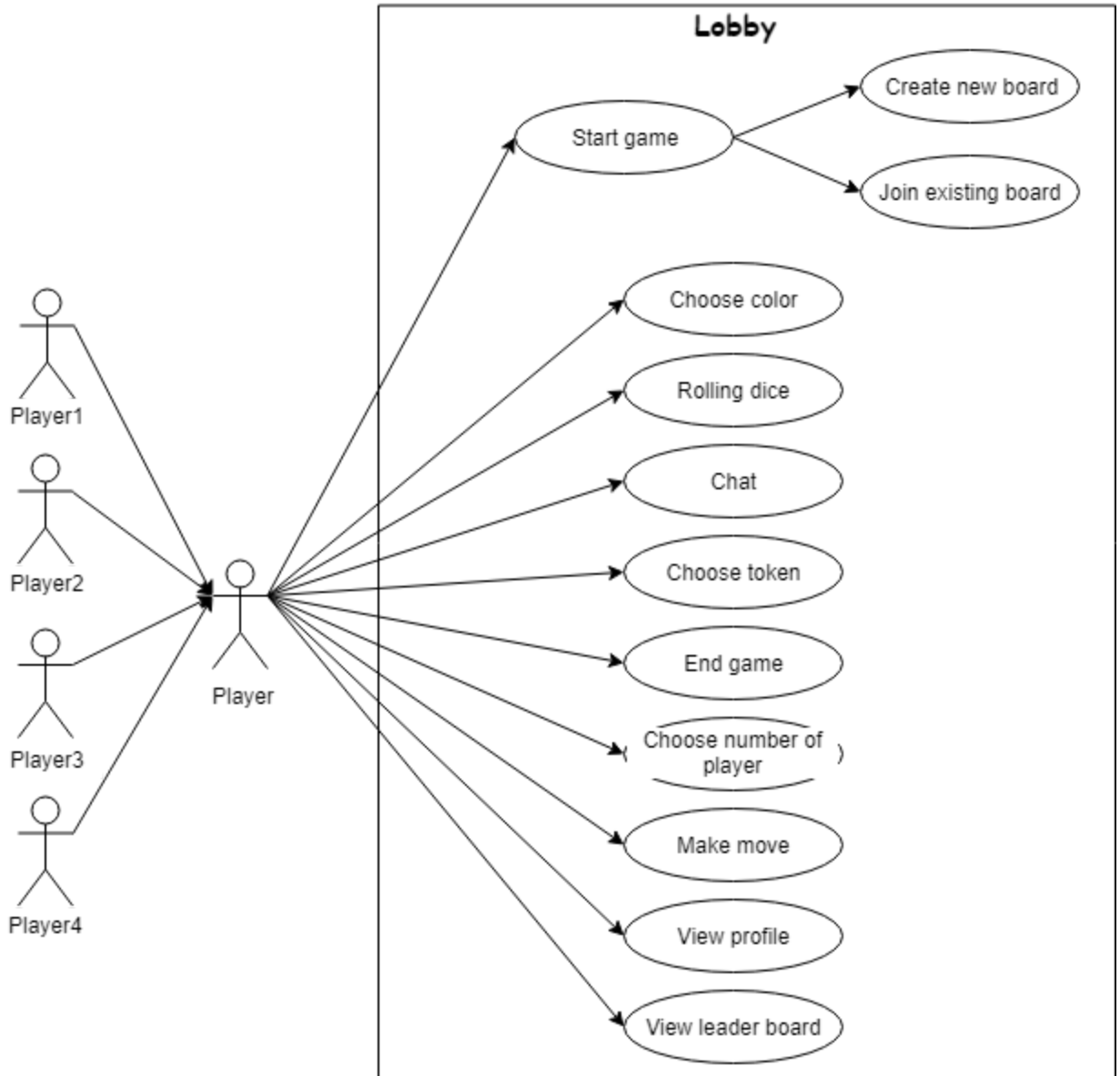
- User registration: Without registration, one can play the game, but he or she will not be able to join the chat or will not be on the leaderboard.
- Leaderboard
- Chat between players playing on the same board and Global chat
- Die rolls to a random number from one to six

Software Stack:

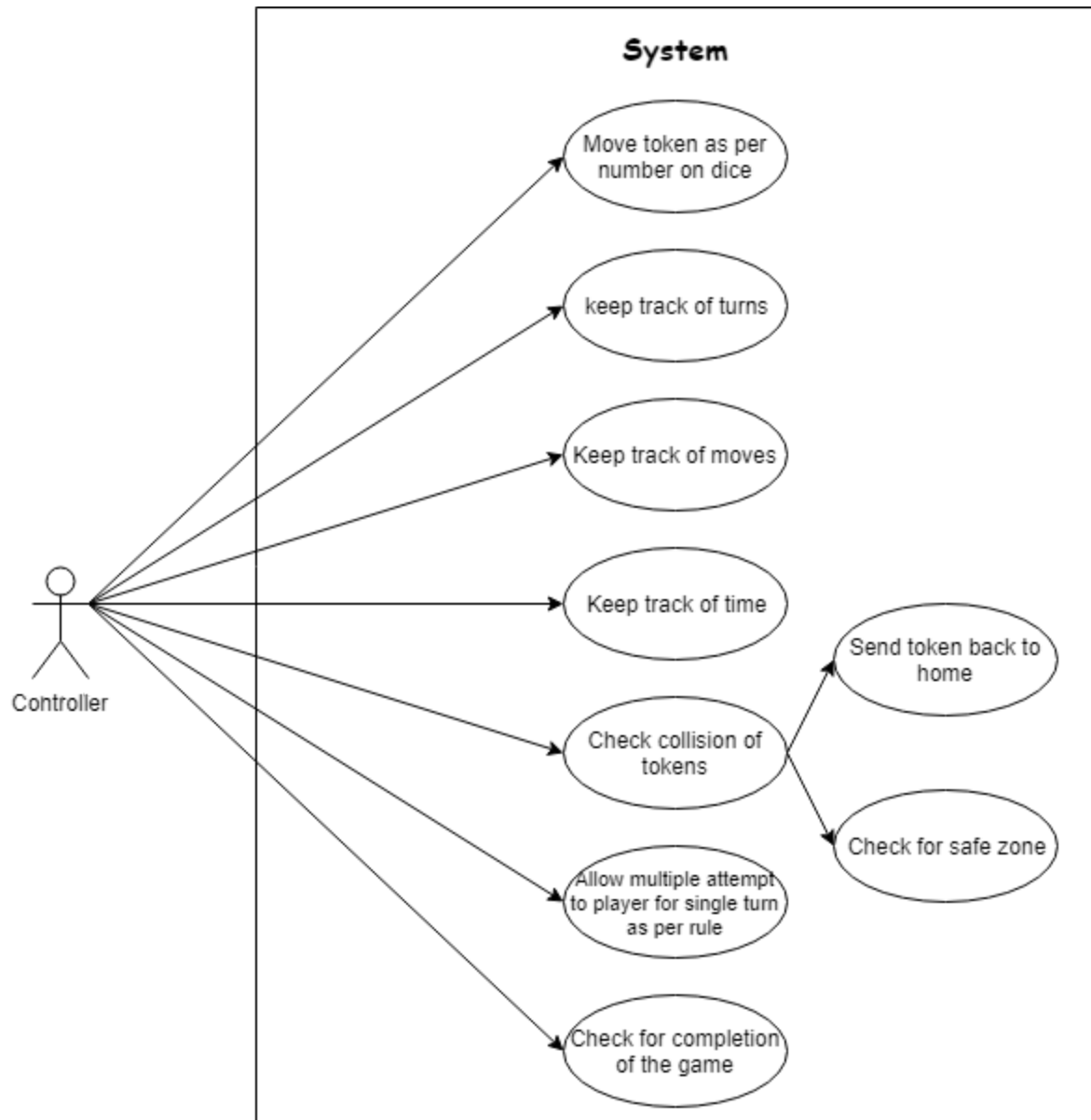
- Server Provider: AWS
- Server Side Language: Node.js
- Backend Framework: Express
- Frontend Technology: React.js

Use Cases:

- Use Case for **lobby**:



- Use Case for **system**:



Team Member's Responsibilities:

- Katthak Shah: Team Lead, GitHub Master, Front-End Developer, Document Writer
- Maithri CH: Back-End Developer, Document Writer
- Harsham Patel: Front-End Lead
- Soham Prajapati: Back-End Lead
- Venish Patel: Full-Stack Developer
- Vishal Sojitra: Full-Stack Developer

GitHub Repo :

The screenshot shows the GitHub repository settings page for 'csc667 / csc667-su19-Team01'. The repository is private. The 'Settings' tab is selected, showing the 'Collaborators' section. A sidebar on the left lists various repository settings: Options, Collaborators & teams (selected), Branches, Webhooks, Notifications, Integrations & services, and Deploy keys. The 'Teams' section is empty, stating 'No teams have been given access to this repository yet.' The 'Collaborators' section lists seven users with their roles and a delete button (X):

Avatar	Username	Role	Delete
	Anthony asouza88	Admin	X
	Venish Patel wanicepatel1210		X
	Maithri-CH	Write	X
	KatthakS	Admin	X
	harshampatel	Write	X
	sprajapati710	Write	X
	vsalsojitra	Write	X

Below the list, there is a search bar with the text 'Search by username, full name or email address'. A note states: 'You'll only be able to find a GitHub user by their email address if they've chosen to list it publicly. Otherwise, use their username instead.' At the bottom right is an 'Add collaborator' button.