Team Name
Team Hex

Team Members
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Summary:
“Every Man for Himself (EMH)” is a web-based multiplayer game where 4-8 players are pitted against each other in order to escape a dungeon. One player is the “killer” and his objective is to eliminate the other players who are “prisoners.” The prisoners are trying to escape through a procedurally generated dungeon. The killer is attempting to eliminate the prisoners via the use of “traps” that he can place in the various dungeon rooms. The killer will be able to place different kinds of traps in each of the generated dungeon rooms. Every turn, all the prisoners must select a room to enter, and the killer will place a number of traps. If the chosen room is trapped, that prisoner will be killed. The prisoners will be able to pick up items that will counter certain traps, allowing them to proceed to the goal.

Reasoning:
Team Hex has decided to create “Every Man for Himself” in order to connect and entertain people with a fun interactive game. Additionally, the field of browser based games has a paucity of multiplayer titles. EMH aims to allow a group of friends to cooperate on a simple and easily accessible game. Finally, the team thought it would be a great way to learn how to code multiplayer games/applications and use these lessons in their careers going forward.

Users and Stakeholders:
The users and stakeholders of this game will consist of the actual players of the game, which will include the “killer” and the “prisoners”. We will also include an administrator, who will oversee that the game is functioning properly as well as to make sure their are no bugs present in the game. They will also make sure the database where the players are stored is valid as well.

Technologies:
“Every Man for Himself” will be using HTML5 to generate the basic site framework. CSS3 and Bootstrap will be used to present the information in a visually appealing manner and allow incorporation of responsive design which will let the game to be played on a mobile site. Additionally, Angular 2 will be used in order to help in developing the front-end. Since these front-end technologies are responsive, we will ensure that the game is accessible for web and mobile clients. The Node JS environment and the Socket IO library will be some the more critical technologies we use, as they will provide the multiplayer functionality for the game. In addition, Angular 2 will be used in conjunction with MariaDB to manage bank-end data.

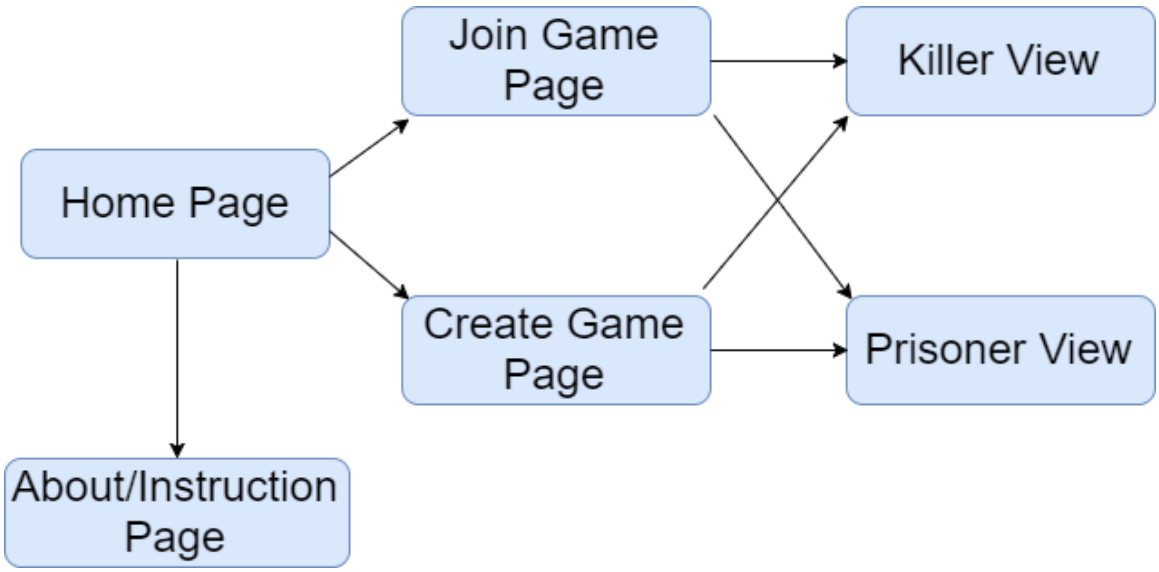
Requirements:

Our game will store information about each player, most notably whether they are a “prisoner” or a “killer.” The game will also store certain attributes of each player (i.e. their name, whether they have placed traps or not, etc.). The game will also store information about an administrator. We will need to make sure that the administrator’s password is properly hashed as well as making sure their is proper user authentication. We will also need to make sure no two players have the same nickname as well as only one killer exists per game, using authentication. We also need to make sure that we will be able to have more than one player at a time (since this a multiplayer game after all), which may be kind of tricky to manage. Angular will need to be used in conjunction with the different technologies in order to get the game fully functional. The use of bootstrap will make the site responsive, visually appealing, and mobile friendly.

Project Schedule:

Date	Milestone
1/30	Term Project Proposal Finished
2/13	Design for Game/Website complete
2/20	Main Page (index.html) complete. Start on backend and creating users and user authentication. Start using Angular JS and Socket io
2/27	Finish with creating the different users of the game
3/5	Create mid-term presentation, ideally should be half way done with the game at this point
3/12	Continue working on project
3/19	Finish making dungeon
3/26	Insert characters into dungeon, implement single player functionality first
4/2	Start implementing multiplayer functionality
4/9	Finish multiplayer functionality
4/16	Ideally, should be done with game, test with different users
4/23	Have presentation done/work on presentation
After 4/23	Make any final changes before submitting

Site Map:


Join Game Page
Killer View
Home Page
Create Game Page
Prisoner View
About/Instruction Page

Wireframes:

Home Page

Create Game Page

Join Game Page

Prisoner View