Ryerson University

Introduction to Software Engineering

(CCPS406 – Fall 2018)

Project Status Report#1

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## Brief Explanation of Concept

A minimalistic web-based Arcade/Retro Snake game with a clean, and friendly UI integrating high scores. This game will be mainly client side with an addition of Service workers to implement a progressive web application. A progressive web application caches it’s results upon the very first request of the application made by any browser, which will assist in providing access to users who do not have internet readily available.

## Motivation/Reason

The motivation behind implementing a minimalistic web game that was a fan favorite in the 1990s; is to provide a quick and easy access to the same game but with modern visuals and approach. Internet access is a privilege many take for granted especially in rural areas and third world countries, where internet is either scarce or a privilege; only available to the rich.  Allowing users from these areas to be able to save the game upon first load up dramatically decreases the data spent on requesting for the same application via their browsers.

## Scope

1. Boundary of the Topic: A web game application
2. Main Components/Modules:MVC/MVP style architecture/design of the application with service works for implementation of PWA, Service workers differ for each browser. Main modules on the client side are hosted inside an app shell.
3. Inputs/Outputs:Inputs will be user interaction via a mobile device or a Desktop. Output will be directly to a user’s screen.
4. Functions it will accomplish: Refer to main components/modules section (b) above
5. Resources and constraints:Can be accomplished within the allotted time. 1-2 Developers required for implementation and one of designer/analyst/scrum master/documentation writer.

4. Project Leader:

Yash will lead the project initially. In Yash’s absence Benjamin will oversee the progress. In absence of Benjamin, Meet or Fahad will handle this responsibility in addition to the product development.

5. Labor Cost: **(Backslashes denote a week, starting week is Sept 28.)**

Fahad: ~Start~/2/

Yash: ~Start~/4

Meet: ~Start~/3

Benjamin: ~Start~/2/

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