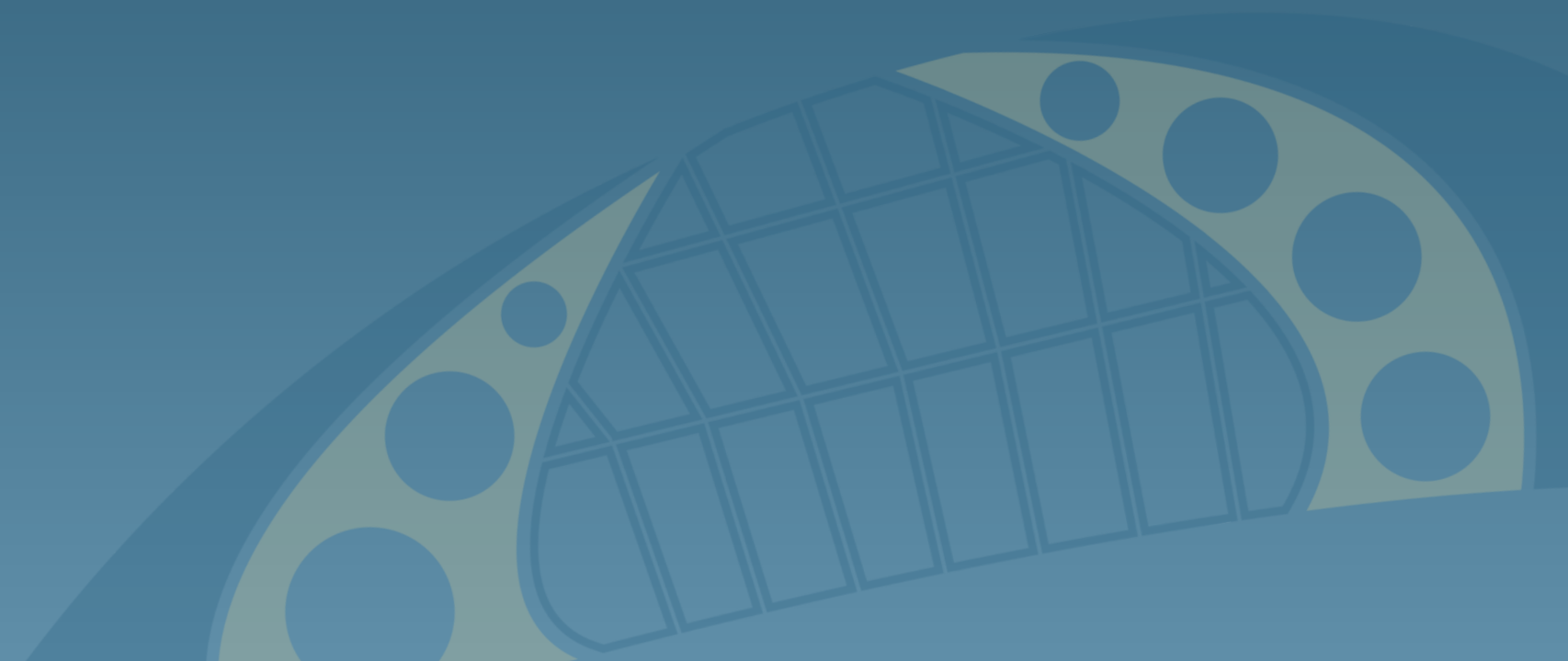
10,000 OVER IOWA PLAN

Software Engineering
CS 130

Donald J. Patterson



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ARCHITECTURE OVERVIEW

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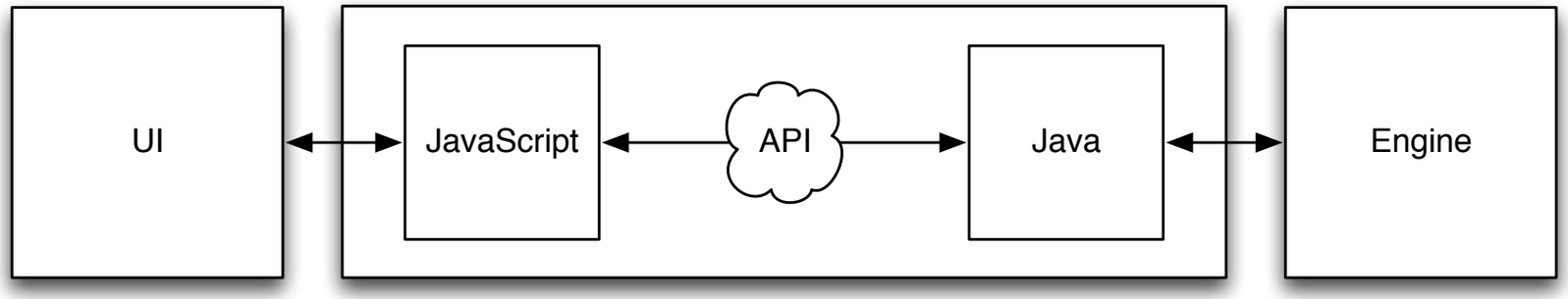
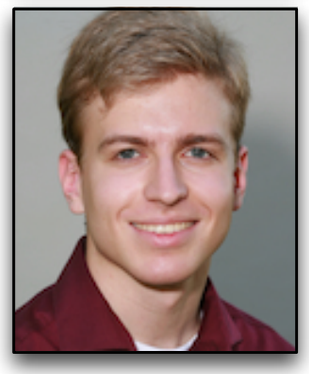
TEAM OVERVIEW


UI
JavaScript
API
Java
Engine



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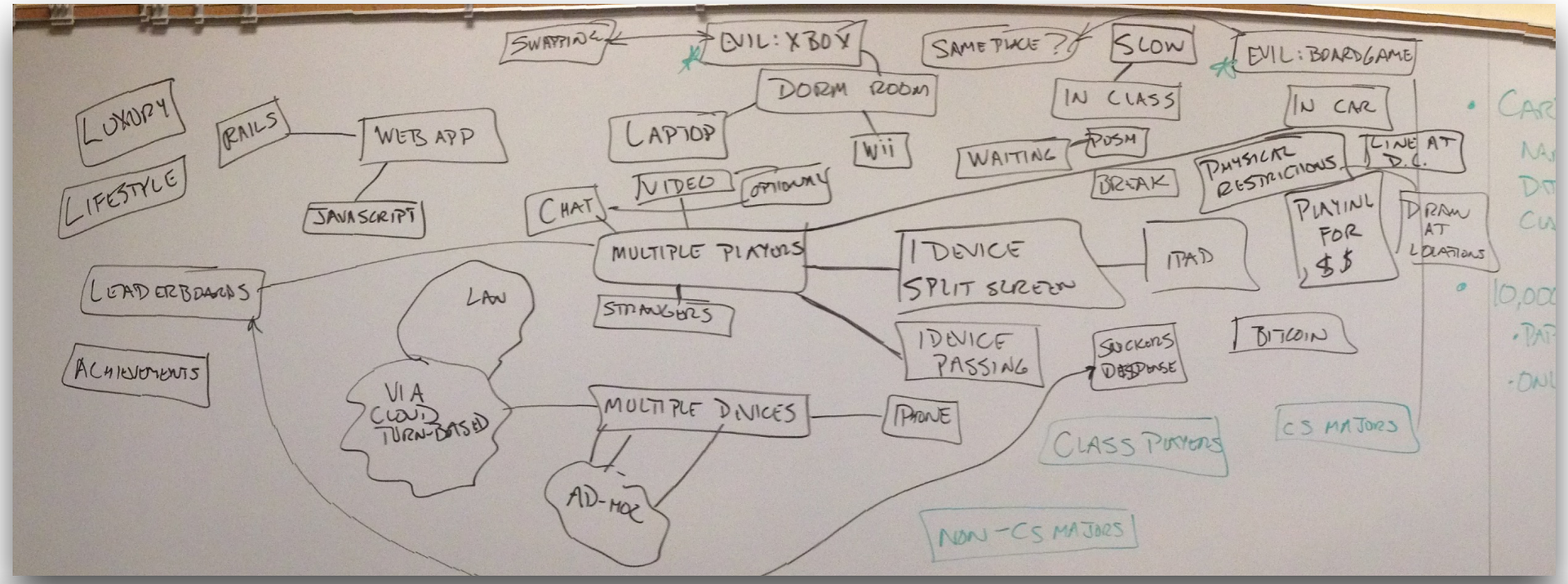
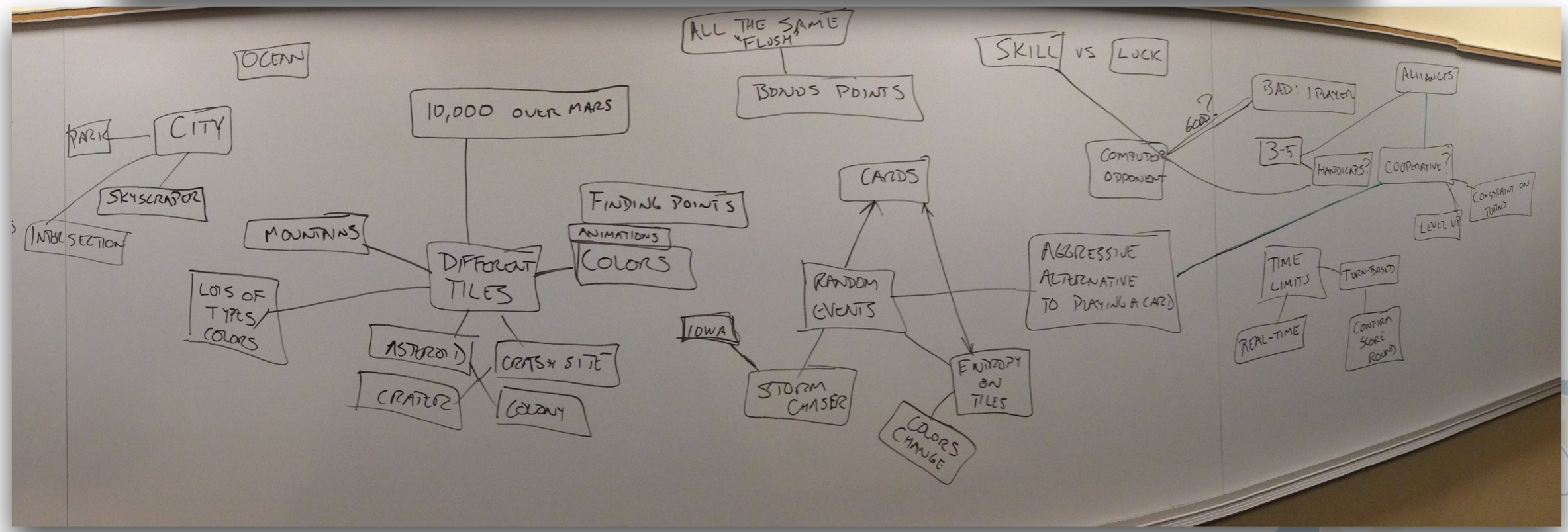
PROCESS OVERVIEW PAST





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PROCESS OVERVIEW - FUTURE

- Teams
- Project Managers
- Milestones
- Flow
- Software Overview
  - http://libreplan.cs130.mccollum.enterprises:8080/libreplan/planner/index.zul
  - Setup

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STORY 1

- User can set up a game with multiple people
- Players can each take their turn

- establish a “game”
- establish the players
- establish turn-taking

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STORY 2

- Setup includes a time limit
- Players see the time limit in the UI
- Engine enforces time limit

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STORY 3

- Players get tiles
- Players can play a tile (with no enforcement)

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STORY 4

- Players can play a tile on valid spots
- Score is displayed

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STORY 5

- Players get cards
- Players can play cards
- Engine validates and calculates score

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STORY 6

- Game ends with a winner

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BONUS STORIES

- WebRTC
- Tornado
- Decent Artwork
- Native Client
- Leaderboard
- Achievements
- Betting with virtual credits

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