Football Legends

The Originals

Team Members:

1) Ahmet Abak, e1630490, e1630490@ceng.metu.edu.tr
2) Çağrı Utku Akpak, e1745660, e1745660@ceng.metu.edu.tr
3) Doğancan Arabacı, e1818921, e1818921@ceng.metu.edu.tr
4) İbrahim Arslan, e1745751, e1745751@ceng.metu.edu.tr
5) Can Gülaydın, e1560226, e1560226@ceng.metu.edu.tr

1. Short Project Description

This project is a social networking game, which will simulate football career, social life and assets of a young football player. It is a multiplayer social network game with server-client architecture containing a data mining module. The project is going to support cross-platforms, i.e. iOS, Android and Web using the same server. All system information is maintained in two databases: NoSQL database namely Couchbase which will be used for storage of the user data and persistent game data which is located on a web-server, the second database is a MySql database which will store the all actions of the user for data mining purposes.

2. Project Status

- Game Server library is finished. It is a library that encapsulates all the necessary low level details of server side required in our product. It uses apache mina framework for multi-threaded session management, handling messages and filtering.
- On server side complete world implementations have been completed. World with countries, leagues, teams and player have been finished and world simulation is also completed. Fixture and football tables of these leagues have also been completed.

- On server side user login and initialization, player creation and placement has been completed. When the user first enters the game, it authorizes the user with Facebook, it creates its player and places it on a random low level league.
- On server side financial management of the player is completed. Shopping for items and auctioning items with auction management is also completed.
- On server side social aspect of the player is completed. The player of the user can do any number of social activities and adjust certain values of his life with this aspect. Event managers and classes for social events, the frequency and finish time of these actions are finished.
- On web client model-view-controller architecture of all the parts and components of the game is created. All the necessary divisions, Facebook connections and server connection managers have been created.
- On web client preloader and splash screen, user login through Facebook and user server login has been completed. User information returned from the server is displayed through view part of the client.
- On web client traversing between leagues and teams has been finished. Top bar and bottom bar of the main menu is completed. Certain Facebook related actions are mapped to the buttons of the top and bottom bar.

3. Iteration Planning

Here is the list of remaining work packages that needs to be completed.

- Task 1: On server side tournament mechanism is going to be completed.
- Task 2: On server side training of the player of the user is going to be completed.
- Task 3: On server side transfer mechanism is going to be implemented.
- Task 4: On server side match simulation is going to be completed.
- Task 5: On server side administrative management is going to be implemented.
- Task 6: On server side notification manager is going to be implemented for push notifications to mobile clients and real-time notifications.
- Task 7: On web client main menu and its navigation is going to be completed.
- Task 8: On web client training screen is going to be completed.
- Task 9: On web client stadium screen is going to be completed.
- Task 10: On web client office screen is going to be completed.
- Task 11: On web client home screen is going to be completed.
- Task 12: On web client mall screen is going to be completed.
- Task 13: On web client activity screen is going to be completed.
- Task 14: On android and iOS clients main menu and its navigation is going to be completed.
- Task 15: On android and iOS clients training screen is going to be completed.
- Task 16: On android and iOS clients stadium screen is going to be completed.
- Task 17: On android and iOS client office screen is going to be completed.
- Task 18: On android and iOS client home screen is going to be completed.
- Task 19: On android and iOS client mall screen is going to be completed.
- Task 20: On android and iOS client activity screen is going to be completed.
- Task 21: On android and iOS client top and bottom bar is going to be completed.

- Task 22: Integration test and complete system tests.

Task/Person	Ahmet A.	Çağrı Utku A.	Doğancan A.	İbrahim A.	Can G.
Task 1		X			X
Task 2	X				
Task 3		X			
Task 4			X	X	
Task 5		X			X
Task 6			X	X	
Task 7		X			X
Task 8	X				
Task 9		X	X		
Task 10				X	
Task 11			X		
Task 12					X
Task 13	X	X	X	X	X
Task 14	X		X	X	
Task 15					X
Task 16	X				
Task 17			X		
Task 18				X	
Task 19					X
Task 20	X				
Task 21		X	X		
Task 22	X	X	X	X	X

Figure 1: Personal Workload Chart

Task/Week	Iteration I			Iteration II			Iteration III			Iteration IV			Iteration V	
	1	2	3	4	5	6	7	8	9	10	11	12	13	14
Task 1	■	■												
Task 2	■													
Task 3	■	■	■											
Task 4		■	■											
Task 5			■	■										
Task 6		■	■											
Task 7			■	■	■	■	■							
Task 8				■	■									
Task 9				■	■									
Task 10					■	■								
Task 11					■	■								
Task 12						■	■							
Task 13						■	■							
Task 14							■	■	■	■	■			
Task 15							■	■						
Task 16								■	■					
Task 17								■	■					
Task 18									■	■				
Task 19									■	■				
Task 20										■	■			
Task 21											■	■		
Task 22		■	■	■	■	■	■	■	■	■	■	■	■	■

Figure 2: Time Schedule

*These are tentative time intervals and it can be changed according to the workload and stalling parts. Unit test are included on each task and debugging can alter the workload.