# Distributed and Outsourced Software Engineering (DOSE 2013)

# *Assignment 0: Setup*

*(Mandatory)*

## *Deadline: Tuesday, September 3rd 5pm (CET)*

## Communication Rules

There are several universities involved in this project. Good communication is **important**. Please, when you send any e-mail to the assistants or your colleagues start the subject with: **[dose2013]**. Furthermore, when you sign the e-mail, always **add your group number** (you will get a group number soon), and the name of the university you are from.

**Watch the introductory lecture held at ETH (recorded during DOSE 2012):** http://youtu.be/nhsLehOzYlU

## Repository and Teams

Github http://github.com will be used as our software development and collaboration platform. You have to create a Github account in order to get access to the project's source code, wikis, issue tracker, etc. You can sign up for a free account at:

https://github.com/signup/free

At each university, students must form **Teams**. The number of students per team depends on the university. If you have not created your team, please do it.

Every team member should have a Github account and **one team member** must send an e-mail to Julian Tschannen (julian.tschannen@inf.ethz.ch) with the following information about the team:

- University:
- Team member 1:
  - Name:
  - E-mail:
  - Github user name:
  - Skype id (at least one member of the team should have an skype id):
- Team member 2:
  - ""
…
- Team member X:
  - ""

Note that you can only continue with the next task once Julian Tschannen knows your Github user name. Therefore, please send this e-mail **as soon as possible.**

## Project Topic: Games

The goal of the DOSE project is to implement a collection of games, in particular card or board games.

The game collection is organized as follows:

(1)    A *Main GUI* component where users select a game (will be provided)
(2)    Several *Game* components (to be developed by the students)

Each game component should consist of three parts:

*(1) Logic*
*(2) GUI + Network*
*(3) Artificial Intelligence*

For more information about the project see the scope document in the Github repository:

https://github.com/DOSE-ETH/dose2013/tree/master/scope

## Task: Propose a Game

We are proposing a limited number of card and board games which could be implemented. The list is available here:

https://github.com/DOSE-ETH/dose2013/wiki/Games

In addition, your team should propose another 1 or 2 game(s) which you would like to implement. Until **Tuesday September 3rd** (preferably earlier) you are expected to add your own game proposal(s) to the wiki page mentioned above.

The instructors will then review your proposal and decide if it is suitable for the DOSE course. Decisions will be based on the following criteria:

- The game logic is non-trivial, i.e. there are sufficiently many rules which must be encoded in the logic component. Games such as *Uno* or *Poker*, for example, will be considered too trivial and therefore not accepted.

- You must provide a link to an official rule book for the proposed game. Based on this, the instructors will judge the complexity of the game.

- **You must provide a short description on how UI resources (images of cards, boards etc) can be obtained.** Are images available online (provide URL)? Could a team member scan the cards? Could the UI resources be designed from scratch?

Note that your game proposal must not necessarily differ from the proposals of other teams.