

Game Project Planning/bonuses

@@ -0,0 +1,4

@@

+I plan to attempt the connected play bonus after I've completed a basic
+version of the game with authentication and reporting.

+If the bonus does not seem like it has an easy way to implement
+it in the remaining time I will skip it to focus on core
+functionality.

Game Project Planning/creativeSpin

@@ -0,0 +1,5

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+I'm planning on making the creative spin of my game the elimination
+of non-essential elements and code. As much as possible I want to
+avoid the use of image files, extra code and other elements.

+If possible I want to create a clean attractive layout and design
+using ascii, css, and html.

Game Project Planning/dataSeparationPlan

@@ -0,0 +1,6 @@

+I plan to keep my code modular by separating sections by
+their function

+- core game
+- authentication
+- reporting
+- game logic

Game Project Planning/dataStructure

@@ -0,0 +1,11 @@

```
+Data Structure Outline
+
+Rough outline based on information that I have
+
+HTML Skeleton
+CSS Design to be used on elements
+Event handler
+Authentication
+Initialize, Reset game
+Reporting element
+Game logic handler
```

Game Project Planning/gameBoardMockup

@@ -0,0 +1,6
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```
+Game Board Mockup
+
+Requirements
+Grid - this can be responsive, does not need JS handlers
+Squares - these need click handlers, they also need reset handlers
+Won condition checking - to be handled with JS
```

Game Project Planning/outlineRequirements.md

@@ -0,0 +1,9 @@

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+ - A wireframe of what
  your game project will
  look like.
+ - The data structure you
  plan to use.
```

- + - How you will take the markup of the game board and represent it in JS
- + - How you plan to approach this project.
- + - 4-8 user stories for your game project.
- + - How you plan to keep your code modular.
- + - What creative spin will you add to your project.
- + - How you will use version control to backup / track your project.
- + - Do you plan to attempt any of the bonuses.

Game Project Planning/projectPlan

@@ -0,0 +1,29 @@

- +Outline Project Plan
- +
- +Set up HTML Structure to support major requirements
- + - Game grid
- + - Authentication
- + - Reporting
- + - Game start/reset
- +
- +Create grid and place holders for selection
- + - Simple grid
- + - place holders for square selection
- +
- +Create basic game logic and interactivity
- + - add basic selection features for grid
- + - add events and handlers

	+ - trigger JS and test data logging + +Add more complex game logic + - reject input on used squares + - create a win condition + +Add Authentication + - Connect with authentication API + - Add Create, Update, remove for user account + +Add reporting + - for logged in users add historic game reporting + +Test combined features
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Game Project Planning/userStories

@@ -0,0 +1,12

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	+As a player I want the game to automatically end when a player has +claimed three squares in a vertical, horizontal or vertical row +so I know to stop playing + +as a player I want to be able to see the scores of my past games - so +I can show them to friends + +as a developer I want to be able to see users and their last log - in +date so I can see how many people have played the game recently + +As a player I want to be able to log into an account so I can
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	+save my game data.
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Game Project Planning/versionControl

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	+versions will be managed by having sub-versions that indicate the +completion status to a working requirement feature. +I will use the name to indicate the feature, 1 to indicate a completed +level of functionality and .1 to indicate an untested completed code +increment.
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