

Table 1: Revision History

Date	Developer(s)	Change
2018-09-20	Usman, Vaibhav	Added Problem and Importance of Problem sections
2018-09-21	Andy Hameed	Formatted Latex file and added Context section
...	...	...

# SE 3XA3: Problem Statement

## Title of Project

Team #50, VUA50

Usman Irfan - irfanm7

Andy Hameed - hameea1

Vaibhav Chadha - chadhav

2018-09-21

### **The Problem**

Almost everyone nowadays relies on a computer as a multipurpose tool for research, video streaming, gaming and many other tasks. With the emergence of fast computing, gaming has become a popular pastime activity and a source of entertainment for many. However, not everyone has a device powerful enough to support extensive game applications. Using a web platform allows the Snake game to be accessible for gamers without the need for extensive hardware or a high-performance computer. Our team, VUA50, will be creating a web application for the well-known Snake game with new enhancements and features. This competitive and addictive game can allow the user to play at their own pace and challenge their friends high score.

### **Importance of the Problem**

Nowadays, buying a computing device with such a high storage and faster performance can be out of the budget. Complicated software such as operating system, FaceTime and Movies covers up all the storage and the user is bound to use them which can get boring at times. The importance of the redevelopment of The Snake is to save computing devices personal storage and allow the user to play a game 24/7 with strong performance. The recreation of this game will allow the user to enjoy the classical game anytime and anywhere as long as they have internet access. Improving aspects such as graphics and custom speed will also make the game more interesting. We would like to add more features to the game to make it more customizable and help people enjoy the classical game in an exciting and new way.

### **Context**

The stakeholders are mainly the gaming audience, the older generation of game enthusiasts, youth and teens. Although the game can be played by anyone, it is targeted towards the audience mentioned above who are most invested in the game. The web application will be developed using HTML, CSS and javascript just as in the original, with the back-end in python, which is different from the original implementation. Since the software environment is a web application, there are many opportunities for integrating different API's with the snake game to add on to the redevelopment of the game.