



CASE STUDY

WEB APPLICATION – FOR FOOTBALL STRATEGY GAME



CCS
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ABOUT CLIENT

The client is a USA-based startup that approached CCS to develop a strategy-based American football gaming app (web).

REQUIREMENT SPECIFICATION

A fast-paced strategy game where users play against a computer simulator.

CCS SOLUTION

CCS proposed to develop a web application – a simulated strategy football game, involving a user/gamer (Head Coach) and system simulated team players.

KEY FEATURES

- The gamer/user of this module would be the Head Coach.
- Users must sign up to play.
- Gamers will have access to Roster/Depth Chart, Free Agency Prep, Draft Prep and Resigns/Cut screen from the Homebase Dashboard (Coach Office).
- Depth Chart will display the list of players categorized under different position (Position pattern listed out in appendix section).
- Each player will have a player bio-details screen (name, position, height, weight etc.).
- Free Agency Prep and Draft Prep screen holds list of available players (no option to bid/negotiate in prep screens).
- Currency considered for Cap Salary in Dollars.
- Resigns/Cut screen will contain the list of players who can be given offer (revise contract) and those who can be cut from the list. Resigns/cuts will have corresponding effect in Roster/Depth Chart.
- With the addition or cut in players, the Cap Salary (in dollars) and Position (integer) values will also get updated.

TECHNOLOGIES USED:

- Node.js
 - AngularJS
 - Python
 - MySQL
 - AWS
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