Distributed and Outsourced Software Engineering (DOSE 2011)

Assignment 0: Set up

(Mandatory)

Deadline: Tuesday, October 4th 9am (Zurich time)

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: [dose2011]. Furthermore, when you sign the e-mail add your group number (you will get a group number soon), and the university where you are from.

Origo Project and Teams

The Origo project http://dose2011.origo.ethz.ch will be used as software development and collaboration platform. You have to create an Origo id and send it by e-mail to Martin Nordio (martin.nordio@inf.ethz.ch) by Tuesday October 4th. Your Origo id will be added to the project and you will have access to Wikis, SVN, forums, etc.

Teams will be formed at each university; the number of students per team depends on the university. If you have not created your team, do it. Then, send by e-mail to Martin Nordio by Tuesday October 4th the following information (for all the members of the team):

a. Name

b. E-mail

c. Skype id (at least one member of the team should have an skype id)

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1 The number of students per team at ETH is 2-3.
**Project Topic: Games**

The goal of the DOSE project is to implement a framework for games.

The project is organized as follows:

1. A Main GUI component (first version implemented by Christian Estler)
2. Several Games components

Each language component is developed in three parts:

1. Logic
2. GUI + Net
3. Artificial Intelligence

For more information about the project see the scope document in the dose2011 repository.

**Task**

Decide if you prefer the GUI, logic or the AI component (provide first preference and second preference). Add this information to the Wiki page:

http://dose2011.origo.ethz.ch/wiki/teams

(You will have access after you send your Origo id to Martin Nordio)