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[1]. 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)