

Team 3D'S

Members:

Andrew Richardson  
Dave Durrant  
Wayne (Danny) Barney  
Steven Harwood

Website: <http://www.cs.utah.edu/~wbarney/3DS.html>

Project Name: LineBuster

### 1.0 Project Preferences

	<i>Drew</i>	<i>Dave</i>	<i>Danny</i>	<i>Steve</i>	<i>Total</i>
LineBuster	6	6.5	7	6	25.5

### 2.0 Qualifications and Tradeoffs

#### 2.1 Strengths and Qualifications

Drew: Java, Systems, Networking (Application Layer), Databases, Project development

Dave: Java, Networking (Application and Transport Layer)

Danny: Java, Networking (Application Layer)

Steve: Java, Networking (Application and Transport Layer), Databases, Figuring out API's

#### 2.2: Tradeoffs, Constraints, and Special Considerations:

We would have to familiarize ourselves with the existing API. Learn more about wireless networking.

### 3.0 LineBuster (Tomax)

#### 3.1 Approach

First of all, learn the API. Unfortunately it is difficult to design a system without being familiar with the application environment. However, we suspect that since cache registers perform extremely similar tasks, we could model our design from it.

#### 3.2 Implement considerations

Speed and capacity of the handheld device. Wireless difficulties.