

Individual Project:

The final Presentation

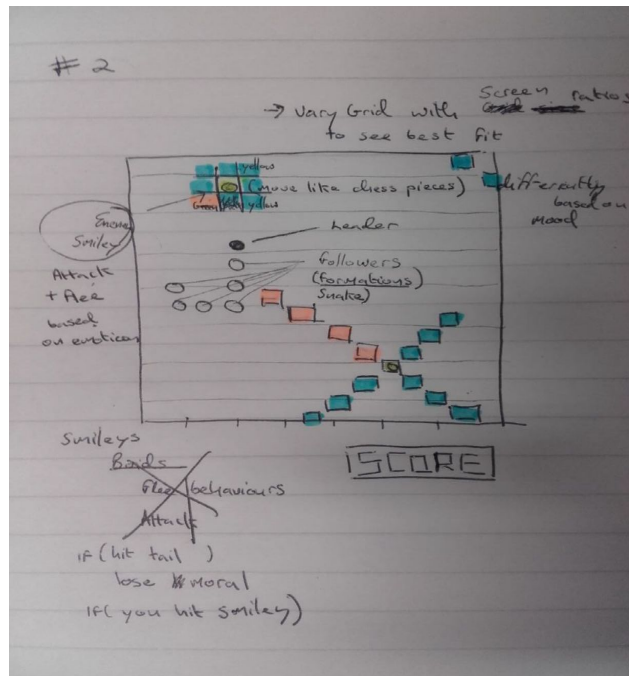
By Ben Thompson

What was it that I was doing again?

Game = snake_gameplay + artificial society

- Wrap around Grid Environment
- Fixed update across board
- Hitting emoticons and annoying them, change emotion and movement.
- Score surviving round and beating smileys to turn them into smileys.
- Instead of losing live lose moral

Paper Prototype from week 4



The objectives

- Emotional Requirements
- Universal Design principles
- Use of Agile methodologies
- Adhering to good software engineering principles
- Time management

Software Engineering principles

- High cohesion and low coupling
- Achieved through use of Design Patterns
 - Creational
 - Singleton pattern
 - Factory pattern
 - Behavioural
 - State pattern
 - Strategy pattern
 - Structural
 - Model View Controller

Agile methodologies

- Divided into sprints
- Iterative and incremental
- Documentation
 - Class diagrams
 - Notes on design patterns used
 - low/medium fidelity prototype
- Test driven development
 - Tests written in android studio
- User feedback
 - Seek documentation

Week 1	Research,idea formation and learning new technologies(pre-production process)
Week 2	“ ”
Week 3	“ ”
Week 4	Presentation on pre-production process and showing commitment to idea
Week 5	Building class diagram and implementing Singleton pattern for game class creating wrap around grid, Model view controller layout, score system class
Week 6	Leader and follower movement
Week 7	Enemy classes strategy and state pattern implemented
Week 8	Working on collision and connecting to score system
Week9	Presentation of work so far and added level factory
Week 10	Implementing ui elements
Week 11	Implementing ui elements
Week 12	Final presentation

High Fidelity prototype

- Emotional requirements
 - Requires texture atlas
 - Requires user testing to achieve optimum flow gameplay component
- Design
 - Reasonably aesthetic still requires textures
 - User input is simple and intuitive

