

Kings Crossing

Prepared for

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What is the name of your team?

3BY

What is the name of your app?

Kings Crossing

What do you want to build?

Checkers game: that could be played from a single device or multiple devices connected through a network. Potentially enable the user to battle AI.

What grade is the team expecting?

At least a 95% if not Full marks 100%

What are the team's collective strengths?

Ability to do work somewhat autonomously.

Team weaknesses?

Ability to time manage partly due to different work and class schedules.

Come up with at least two SMART goals that will make this project successful. If needed, review the principles of SMART goals using your online research skills.

Goal 1

- **Specific:** Develop a basic checkers mobile game with a user-friendly interface that can be played against the computer.
- **Measurable:** Test the game with at least 20 classmates to gather feedback and ensure a 95% bug-free experience.
- **Achievable:** Use a simple game development platform and resources provided by the class/instructor to develop the game.
- **Relevant:** This goal aligns with the requirements and expectations of a class project, focusing on delivering a functioning, bug-free game rather than aiming for mass-market success.

- **Time-bound**: Complete the development and testing phase within the class semester.
- Autonomy from each group member. Everyone should be at least at the same skill level.

Goal 2

- **Specific**: Incorporate a multi-device connection feature to allow players to compete against each other from different devices over a network.
- **Measurable**: Have at least 10 pairs of classmates play against each other using different devices. Aim for seamless connectivity in 90% of matches.
- **Achievable**: Utilize networking modules and resources taught in class.
- **Relevant**: This enhances the gaming experience and aligns with modern mobile game expectations.
- **Time-bound**: Implement this feature by the 3/4-semester mark.

Goal 3

- **Specific**: Address the team's time management and scheduling challenges.
- **Measurable**: Set up at least two mandatory weekly sync-ups (virtual or in-person) and ensure 90% attendance.
- **Achievable**: Use scheduling tools or platforms to find common available times.
- **Relevant**: Consistent team communication and collaboration are crucial to the project's success.
- **Time-bound**: Establish this routine by the end of the first month of the semester.

What are the consequences for the team if the SMART goals aren't achieved?

- The team may receive a lower grade or feedback score for the class project.
- The team might miss out on valuable learning opportunities from not addressing identified challenges.

- There could be potential missed opportunities for showcasing the project in portfolios or as a reference for future academic or professional purposes.
- The team might not fully grasp certain key concepts or skills intended to be learned during the project.

The team's reputation or standing among peers and instructors could be affected.

How will you communicate? What is a reasonable amount of time between responses? Discuss communication modes and expectations about communication frequency.

Communication Plan:

- Preferred Mode of Communication: Discord will be our primary mode of communication, given its user-friendly interface and the team's familiarity. Microsoft Teams will serve as a backup or for more formal meetings and presentations, while phone communication will be reserved for urgent matters.

Expectations about Communication Frequency:

- *Daily Check-ins*: Quick morning check-ins on Discord to discuss the day's agenda, especially during active development phases.
- *Weekly Meetings*: A structured Teams meeting once a week to review progress, discuss concerns, and plan for the upcoming week.
- *Ad-hoc Discussions*: Asynchronous communication on Discord throughout the day. It's understood that not everyone will be online all the time, so tag individuals or use channels effectively.

Response Time Expectations:

- *Discord*: Given its casual and quick nature, a response time of 2-3 hours during working hours is expected, unless previously noted (e.g., someone's in a class or at an appointment). Outside of typical working or class hours, responding by the next morning or within 12 hours is reasonable.

- *Teams*: For more formal communication or meeting setups, a 24-hour response time is appropriate. This allows team members to check their schedules and provide thoughtful responses.
- *Phone*: Reserved for urgent situations. If a call is missed, a return call or a message explaining the missed call is expected within an hour.

Guidelines:

- If a team member knows they'll be unavailable or less responsive for a certain period (e.g., due to personal reasons, exams), they should notify the team in advance.
- For crucial decisions or announcements, a message on both Discord and Teams is advisable to ensure everyone sees it.
- Remember to respect each other's boundaries. Not everyone may be available for immediate responses, especially during odd hours.

Open communication and understanding are key. If ever someone feels overwhelmed or that the communication plan isn't working, it should be brought up promptly so the team can address it and adjust as necessary.

How will work be divided?

- **Design**: Sketching game layouts, character designs, or creating graphics.
- **Development**: Coding the game mechanics, user interface, and AI for computer opponents.
- **Testing**: Checking for bugs, ensuring the game runs smoothly, and gathering feedback.
- **Documentation**: Writing up instructions, game guides, or reports required for the class project.

What will happen if a team member isn't meeting the team's expectations?

- **Immediate Communication:** Address concerns directly with the member to understand any challenges or obstacles.
- **Task Adjustment:** Redistribute or adjust tasks based on individual strengths and capabilities.
- **Peer Support:** Encourage collaboration and mentoring within the team to help them improve.
- **Seek Mediation:** If persistent issues arise, involve a higher authority or mediator to find resolutions.

Responsibilities of each member

- **Research:** Each member should hold themselves accountable for certain aspects of their education and try studying materials.