

Assignment 2

1. Game – Iteration 1

Create a working version of the game with minimal features and minimal functionality. The portion of the project completed should not contain any bugs. All source code and other files should be included in your Git repository. Programming conventions should be followed, and standard documentation should be used. Git commit messages should include Jira issue id numbers when applicable. Jira issues should include the Git hash for the associated commits. The work produced for iteration 1 should be equivalent to 6 hours per week per team member.

2. Scope of Functionality Documentation

Documentation should be provided on the scope of the functionality completed for iteration 1. This should reflect what is doable in the executable version of the game.

3. Instructions Documentation

Instructions on how to run your game should be included with your assignment submission. Any special software required to run your game should be included.

4. Team Report

Each team will submit a document stating how the team completed the work for the assignment (team dynamics). This should include a high-level description of what work each team member did (who did what). It should also include an estimated amount of time each team member spent working on their task. Explicitly state the time each team member worked on the project for each task they have worked on. I recommend using a table for this. Any issues of concern can be addressed in the team report (what were struggling points with the assignment). Include the team meeting times.

5. Individual Report

Each student will submit an individual report in the separate corresponding assignment on canvas (the individual one). The individual report will include more specific details on what you have worked on. This differs from the team report, which will include only higher-level task information, where lower-level details can be discussed in this report. If the high-level details are sufficient, they can be restated. In addition to a more detailed description, any discrepancies in the team report can be included as well as any issues that you feel are important but did not feel comfortable including in the team report. The individual report should not be longer than a length of one page, however there is no strict page limit.

Submission

1. **Project Deliverables:** All your code and other necessary files should be in your Git repository. Tag your final submission as “iteration 1”. For instructions on tagging see <https://guide.freecodecamp.org/git/tagging-in-git/> for a good example and you can also view the official documentation at <https://git-scm.com/docs/git-tag>.
2. **Scope of Functionality Documentation:** Submit a document describing the scope of the functionality that should work for iteration one.
3. **Instruction Documentation:** Submit a document containing instructions on how to run your game. This should include any special software needed to run the game.
4. **Team Reports:** Include a link to the Google Doc that has edit privileges for you team report. Name this doc “Assignment02_TeamReport_<team number>”.
5. **Individual Reports:** Upload a word document for your individual report in the corresponding individual assignment on Canvas. Name this doc “Assignment02_IndividualReport_<your name>”.

Grading

Criteria	Possible Points
Game – Version 1	80
Scope of functionality documentation	5
Instruction documentation	5
Team Report	5
Individual report	5
Total	100