One Page

In order to begin the development of the videogame we had to choose one of many different software development methodologies, in this case we chose the SCRUM methodology.

One of the most important steps of the SCRUM methodology is to create a lot of different user stories as a means to obtain our functional and non-functional requirements, after acquiring all of the requirements and splitting them up into 4 different SCRUM sprint cycles (1 week per cycle), we got started with the development of "Rumble Of The Forest".

Roles of the members

To talk about the roles assumed by each of the team members, the week in which they performed that role should be taken into consideration since the students rotated between positions to generate more experience and better equity and understanding between the team.

Week 1

Scrum Master: Iván Díaz Lara

Game Developer: Joshua Amaya

During the first week of development we all worked together on the front and back end sections of the project.

Week 2

Scrum Master: Emilio Sibaja

Game Developer: Iván Díaz Lara

Back-End and Front-End Developer: Octavio Fenollosa / Joshua Amaya

Week 3

Scrum Master: Octavio Fenollosa

Game Developer: Ivan Diaz / Emilio Sibaja

Front-End Developer: Octavio Fenollosa

Back-End Developer: Joshua Amaya

Week 4

Scrum Master: Joshua Amaya

Game Developer: Ivan Diaz / Emilio Sibaja

Front-End Developer: Octavio Fenollosa

Back-End Developer: Joshua Amaya

Development of the Functional Requirements

Even though we efficiently worked as a team, we all had to individually work on a couple of the previously specified requirements. In this section of the document we'll be specifying the amount of hours each one of us spent in each one of the Functional Requirements.

Website

- Website design plan: *4 hours*
- Implementation of the Back End of the Website: 20 hours
- Creation of the Website| JS: 10 hours
- Creation of the Website| HTML: 15 hours
- API: 20 hours

Data Base

- Choose the attributes that will be collected for the database: *4 hours*

- Creating the tables for the Database: *15 hours*

- Normalization of the datatables to their 3rth normal form: *3 hours*

- Interconnect the API to the web page, the video game and to the database: *20 hours*

Videogame

- Musical composition (Boss Fights and platformer)

  - Level 1: *4 hours*

  - Level 2: *4 hours*

  - Level 3: *5 hours*

- Level design:

  - Level 1: *2 hours*

  - Level 2: *45 minutes*

  - Level 3: *30 minutes*

- Rithm mechanics: *20 hours*

- Background music (Boss Fights and platformer)

  - Level 1: *3 hours*

  - Level 2: *6 hours*

  - Level 3: *8 hours*

- Main character movement mechanics: *10 hours*

- Enemy AI: *15 hours*

- Scene transitions: *3 hours*

Total: 172 horas