# **CSC154 Software Development**

# **Project Overview Template**

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**Project Name:** SpinStorm

**Team Number:** 9

**Project Manager:** Andeo Nelson

**Mentor:** Shibu Tewar

**Team Members:** Kaitlin Forsting, Teddy Iversen, Hesham Gad, Sloan Sanderson

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## **Project Objective**

## Our Slot Machine application will provide an engaging gameplay experience with appropriate and eye-catching visuals, direct and smooth animations, and interactive elements such as bonus rounds to keep players engaged and entertained. The intuitive interface will deliver easy navigation and responsive controls. Designed with scalability in mind, the app will accommodate future growth, such as new themes, new mechanics, and possible multiplayer and leaderboard functionalities, to maintain long-term player engagement and expansion.

1. **Project Scope**

* Boundaries:
  + Included:
    - Core slot machine mechanics
      * fair random number generator
      * spinning reels
    - User interface
      * intuitive
      * visually appealing
    - Bonus features
      * basic bonus rounds
      * free spins
      * minigames
    - Virtual currency system
      * not real money
    - Basic reward system
      * daily login bonus
  + Excluded:
    - Real money gambling
      * no real money used
    - Multiplayer
      * no direct player-vs-player gameplay
    - Advanced social features
      * no live chat
      * no leaderboard
      * no friend challenges
    - Sound design
      * no immediate sounds
* Main features and functionalities:
  + Slot reels & Paylines
    - function spinning reels
    - WITH winning combos
  + Animated effects
    - engaging visuals
  + User-friendly navigation
    - simple UI
    - clear buttons for
      * spinning
      * betting
      * checking balance
  + Basic bonus system
    - free spins
    - small jackpot chances
  + Game progression and rewards
    - virtual currency
    - level-ups
    - streak-based incentives
  + Settings and customization
    - basic personalization
* The features and functionalities can be modified in future development.

## **Team Collaboration and Documentation Tools**

* Jira
  + assign tasks
  + monitor project progression
  + ensure deadlines are met
* GitHub
  + store code
  + manage branches
  + track changes
* Microsoft Teams
  + main communication
  + updates
  + troubleshooting
  + coordination
* Figma (?)
  + create and iterate on UI wireframes
* OneDrive
  + store requirement docs
  + store meeting summaries
  + store technical specifications
* VS Code
  + primary IDE
  + writing code
  + testing code
  + debugging code

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## **Project Management Plan and Methodologies**

* Methodology: Agile (Scrum Approach)
  + Jira
    - to track project progress
  + Daily Standups
    - via Teams chat
    - keep team members aligned
    - discuss challenges
  + Sprint Planning
    - define goals and scope for each sprint
    - gives structured approach
  + Sprint Reviews
    - evaluate completed work
    - gather feedback
    - plan improvements
  + Retrospectives
    - after each sprint
    - reflect on what went well
    - reflect on what needs improvement

1. **Project Timeline**

* Please review the Project Sprints section in Project Overview document.
* List the date and tasks of 4 Sprints here.
* Sprint 1
  + 02/10/2025 - 03/02/2025
  + Tasks:
    - Team kickoff
    - Constructing project management plan
    - Project research
    - Project selection
    - Complete project overview documentation
* Sprint 2
  + 03/03/2025 - 03/16/2025
  + Tasks:
    - Analyze user stories
    - Gather project requirements
    - Complete project requirements specification (version 1)
* Sprint 3
  + 03/24/2025 - 04/06/2025
  + Tasks:
    - Analyze project architecture
    - Implement high-level design
    - Complete project high-level design
    - Complete project requirements specification (version 2)
* Sprint 4
  + 04/07/2025 - 05/04/2025
  + Tasks:
    - Complete project presentation documentation
    - Present group project
    - Complete self and peer evaluations

1. **Project Deliverables**

* Weekly progress status report
* Project overview documentation
* Project software requirements specification documentation (version 1)
* Project software requirements specification documentation (version 2)
* Project presentation documentation
* Project self and peer evaluations