

How did the project management go?

The first step in the project management process was the selection of the project title. The team had a group discussion to determine a feasible project, a game called Troublesome Tanks, from the list of options provided, considering each team member's skill set. Once the project was finalized, the team discussed the different aspects of the project, including the platform to use and the tool needed to create it. After evaluating several options, the team decided on using the unity game engine to create the game. The team members were then assigned roles for the project based on their skill level and experience. This helped to ensure that each team member was able to contribute to the project in a meaningful way and helped to distribute the workload effectively. To keep track of the progress and ensure that all the necessary tasks were completed, a project board was created on GitHub. The team then made various issues based on the input from different members, which were tracked and resolved throughout the development cycle. In some instances, issues were swapped between members so that someone with more experience could tackle it. To manage the development process efficiently, the team utilized a sprint planning approach. Each sprint involved assigning specific issues to team members to be completed within a week. The team held regular meetings after each sprint to discuss progress, assess the current state of the project, and plan the next sprint. Throughout the development cycle, the team worked collaboratively to ensure that all issues were resolved, and the project was completed successfully. Changes made by team members were merged to create a cohesive product. Regular communication and feedback were also encouraged to ensure that the project was meeting its objectives.

An evaluation of the product that you have created.

The game has a well-designed UI that guides the player through the different aspects of the game. The UI also allows the player to adjust the game to fit their play style. The different menus and options are intuitive and easy to use, providing a seamless gameplay experience for the player. The game features a well-balanced enemy system that provides a competitive challenge for the player. The enemy system is also well-organized, ensuring that the player does not become overwhelmed or bored with the gameplay. The player gameplay features a responsive and well-organized control system that allows the player to defeat the enemies put in front of them. The gameplay mechanics are well-implemented, providing a smooth and enjoyable gameplay experience. Although the final goal was not reached, the project was completed with a minimum viable product that is near the final goal. The game is fully functional and playable, with the different aspects of the game working as intended. Adding a few more functionalities will give us the final product.

Future work of the product

One potential future development is the implementation of multiplayer functionality. This would allow players to play against each other, adding an exciting competitive element to the gameplay. The multiplayer functionality could include modes such as team-based gameplay, where players are split into teams to compete against each other. Another potential future development for [Game Title] is the implementation of an energy system. This could add a new level of complexity to the gameplay by requiring the player to manage their resources effectively. The energy system could include elements such as a charging station for the tank's energy, which the player would need to navigate to power different mechanics for the tank. A further potential future development for [Game Title] is the ability to have multiple players controlling different aspects of the tank. This could include a driver, shooter, and engineer (in charge of the energy). Each player would be responsible for a

specific aspect of the tank, requiring them to work together to succeed in the game. In conclusion, there are several potential future developments that can be made. By focusing on these developments, it can be further improved to provide an even more enjoyable gaming experience for players.

Your Individual responsibilities for the project and the part of the project you contributed to:

As a member of the project team, my contributions to the development of the software were focused on the overall flow of the game, setting up the game scene, designing and creating screens, implementing enemy AI, and creating player properties and controls.

My primary responsibility was to ensure that the game flowed smoothly and was easy for players to understand. I oversaw designing and implementing the different transitions from the starting screen to the end of the game, as well as the different victory and losing screens. I created these screens using Unity, ensuring that they were visually appealing and easy to navigate. Once the player hit the play button, I was responsible for setting up the game scene. This involved placing different players and enemies in the game and ensuring that the scene was balanced and challenging for players. Another key responsibility was the implementation of enemy AI. I was responsible for programming the enemy tanks to have flee and seek properties, so that they would chase down the player and shoot in their direction. This was done to create a sense of competition for the player and make the game more challenging. I was also responsible for creating the player properties and controls. The player was given control of the movement of the tank and the rotation of the turret. To prevent players from firing all the time, a reload penalty was imposed. This allowed for more strategic gameplay and added an extra layer of challenge to the game. Overall, my contributions to the project helped to create a well-balanced and engaging game. By focusing on the flow of the game, setting up the game scene, implementing enemy AI, and creating player controls, I was able to contribute to the successful development of the software.