

Team Project Description

Team Alpha - Fall 2023

The team's project, a survival game set amidst the sea, immerses players in a world where strategy is important for navigation and surviving encounters against a variety of enemies. This game offers a rich assortment of features designed to captivate gamers including leaderboards, multiple enemies, replay options, and more! It's a creation tailored for the discerning video game enthusiast, promising not just a thrilling challenge but also an immensely enjoyable experience. Its core value lies in creating an entertaining game while simultaneously being difficult enough to be engaging.

The development of this game utilized various technologies. Leveraging tools such as GitHub, Discord, VSCode, JavaScript (P5JS), HTML/CSS, Piskel, and Firebase Realtime Database. These technologies allowed effective collaboration and communication among the team members. Our team underwent several testing methodologies, from behavioral assessments such as element identification on the main page to user testing, ensuring our product was polished and user-friendly.

Reflecting on our semester, key takeaways emerged that increased the team's understanding and knowledge. Utilizing Agile processes proved invaluable, as did mastering GitHub features and honing JavaScript/P5JS skills. Learning how to better collaborate and communicate helped us work together as a team. Every team member had a chance to be a leader at some point, which helped us all become better communicators and teachers.

However, challenges were encountered along the way, especially in code collaboration and communication within a twelve-person team, leading to disorganization. Learning from these

hurdles, the team aims to alter the game based on user feedback we have received. Future plans involve expanding the gameplay by introducing new levels and enemies to heighten interactivity and minimize repetitiveness. Some other ideas include enhancing visual aesthetics and refining movement mechanics.