

CSCI 3308 Software Development Methods and Tools

Project Part 1

Who:

- Cory Morales, Andrew Lee, Jorge Benavides

Title:

- Puzzled

Description:

- Some type of retro style puzzle platformer (Think Super Mario) maybe roguelike.

Vision Statement:

- We want to create a fun, challenging game for people to play.

Motivation:

- We like games and want something that we would enjoy creating and something people could have interest in.

Risks:

- None of us have ever done a game on this scale
- Finding time to meet with each other could be difficult
- Being unable to make deadlines

Mitigation strategy:

- Divide tasks based on the strengths of the members
- Keep each other updated via Trello (Trello has a comment system that is extremely helpful with keeping each other up to date)

Version Control System:

- Github
- <https://github.com/Barroth42/Puzzled>

List of Requirements:

User Requirements			
ID	Description	Agile Sizing	Priority
US-01	As a user, I don't want the game to be too challenging such that it is impossible.	2	Medium
US-02	As a user, I don't want the game to be too easy	2	Medium
US-03	As a user, I want to be able to see my progress	5	Low
US-04	As a user, I want to be able to clearly see all the entities on the screen	3	Low/Medium
US-05	As a user, I want the controls to be crisp and clean	3	High

US-06	As a user, I want the game to be fun and engaging	5	Medium/High
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Functional Requirements			
ID	Description	Agile Sizing	Priority
FR-01	The game should run consistently	3	High
FR-02	The game should be interesting	3	Medium
FR-03	The difficulty should be balanced	3	Medium

Non-Functional Requirements			
ID	Description	Agile Sizing	Priority
NF-01	“Lag” should be minimized	3	High
NF-02	Game must work on 2+ systems	?	Medium

Methodology:

- Agile, Iterfall?

Project Tracking / Communication Software:

- Trello
- <https://trello.com/b/CZG1ZMKt/game>
- <https://trello.com/b/ynN8PJV7/game-project>

Project Plan Part 1:

Boards

Trello

+Cory

Game Project

Team Team

Team Visible

Welcome to the Project Board

Here is where the latest news and project summaries will go.

Add a card...

Schedule! Due dates

Part 1
📅 Sep 24

Part 2
📅 Oct 12

Part 3
📅 Nov 12

Part 4
📅 Nov 20

Part 5
📅 Dec 7

Add a card...

To do

Create Storyboard

Create NPC's (possibly)

Create Backstories

Add a card...

In Progress

Brainstorm theme

Brainstorm Genre

Add a card...

Finished

Add a card...

Game Description

Add a card...

Menu

Add Members...

Change Background

Filter Cards

Power-Ups

Stickers

More

Activity

Cory added Create Backstories to To do
a few seconds ago

Cory added Create NPC's (possibly) to To do
a few seconds ago

Cory added Create Storyboard to To do
a minute ago

Cory changed the background of this board
2 minutes ago

Cory added Game Description to this board
3 minutes ago

Cory moved Brainstorm Genre from To do to In Progress
5 minutes ago

View all activity...