

CONSOLE GAME PROJECT: FINDING IRNO

TEAM2

DESIREE BLANEY

WREN PACHECO

JON KNEELAND

PATRICIA QUINTEROS

Tasking

Week 1:

Desi- Algorithm & Flowchart

Wren-Use Case Diagram

Jon- CLASS Diagrams

Patricia- IPO CHART

Week 2:

****Storyboarding and character development: (WREN) & JON**

Graphics and Layout: Desi & Patricia

Error handling and game testing: JON, Wren, Patricia, Desi

****Text-Based portion of the quest: Wren & (JON)**

Maze-based portion of the quest: (Desi) & Wren

shooter -based portion of the quest: (Patricia) & JON

Integration: Patricia, JON, WREN, DESI

(name)= lead designer

**** extensive tasks**

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Meeting schedule **ALL ASSIGNMENTS ARE DUE SATURDAY AT 1159**

7pm for 30mins-1hr

Topics per day:

WEEK 1:

Monday: Project Brainstorm (Requirements, due dates, etc.)

Tuesday: Platform discussion (How should we create this game)

Wednesday: Storyboarding (What is the story about- conflict, and reward)

Thursday: Mockup creation (How does the protagonist flow progress through the game)

Friday: Class diagrams and use cases (What classes are dependent on each other, understanding the logical functionality)

SATURDAY: Algorithm and IPO Chart (detailed user interface walkthrough)

WEEK 2:

Monday: Progress Report (How everyone is feeling, issues, concerns)

Tuesday: Game Framework Due (LEVEL 1)

Wednesday: Game Framework Due (LEVEL 2, LEVEL 3)- should be a copy of level 1, with slight alterations

Thursday: Game Framework due (LEVEL 4, 5)- another copy with slight alterations

Friday: Game Framework due (ERROR CATCHING)

Saturday: Game PILOT RUN!!!