

#1(시작 슬라이드)

Good afternoon, I'm Jeong Minseo, representing the TEAM 4 for the final presentation. I'll get started by introducing our team project.

#2(프로젝트 목적과 게임 설명)

The purpose of this project was to make a game that reflects the current situation, which is Corona Virus, to promote joyful learning process of quarantine rules(방역 수칙) and deliver message that we can get through this gloomy situation and overcome the COVID-19.

In this game, we applied quarantine rules(방역 수칙) in every stages so that players can learn the rules by going through each stage. As you can see, there are 4 stages in total and the first 3 stages end with a simple quiz related to COVID-19. Therefore, in order to move on to the next stage, players should pass the quiz. If not, they need to replay the same stage again. The last stage is basically a quiz game, and this will provide an opportunity for the players to learn profound knowledge of quarantine rules.

⇒ [각 스테이지 별 화면 이미지 첨부해주시면 좋을 것 같아요](#)

#3(사용한 오픈소스 라이브러리 및 팀 프로젝트의 오픈소스 라이선스)

The open-source libraries and licenses that we used in this project were Pygame and Python Turtle. Pygame is under GNU LGPL License Version 2.1 and Python Turtle is an open-source library included in Python which is under MIT License. Since we were using 2 different licenses, we had to check the compatibility between them. And the answer was YES, they are compatible. We found out that GPL License was compatible with both LGPL and MIT License. Therefore, our team decided to distribute the entire project under GNU GPL License Version 2.0.

⇒ [Github에 올려진 License Research.pdf 내용과 사진 첨부해주시면 좋을 것 같아요](#)

#4(팀원 별 역할 및 결과)

For the last two months, our team members have been very dedicated to this project, and they have done their role successfully. Kang Hyeonkyu was in charge of making the 1st and 4th stages and developed the codes for interface. He was also responsible for making the demo video and presentation slides. I, Jeong Minseo was in charge of designing the entire game and developing the 2nd stage. And as you can see, was also responsible for representing the final presentation. Choi Kyuwon was in charge of developing the 1st and 3rd stages and analyzing the open-source license. She also delivered our milestones at the previous presentation. Ha Taeyoon, our last member, was in charge of developing code for interface and the pop-up quizzes between the stages. Also, he put all the codes together that other members made which was the final step of this project.

#5(데모 동영상 및 라이브 데모)

⇒ 동영상 슬라이드

#6(마일스톤 달성 단계)

Our first milestone was designing RETRO concept interface and making the 1st stage of the game. In our previous presentation on November 25, we were able to achieve it and show it in front of the class. The second milestone was planning the last 3 stages and developing it. On December 7, we were able to make all the detailed plans for the 3 stages and by December 16, the codes were pushed to Github. While developing each stage one of our member kept on track of checking the open-source license and uploaded the license research documents. Our last milestone was putting all the codes together and checking the entire process so that it run without any problems. Also, we were being ready to present the projects which includes making demo-videos and presentation slides.

⇒ 교수님께서 이 부분은 그래프로 나타내라고 하셨는데 위에 날짜 참고하셔서 나타내 주시면 좋을 것 같아요