CISC 3140 - Group 2

Programming Language: JavaScript, HTML 5

GitHub Link: https://github.com/CISC-3140-Whack-A-Professor/Project-Repo

Project Details

This game is a parody of the arcade game whack a mole, where the moles are replaced by the professors. The setting of the game will take place in the classroom, where erasers would be thrown at the professors so they would hide under the desk. A funny line would also be said by the professors when hit by the erasers.

Belief Overview of Tasks

Specifications:

1. Create Specification Sheet

Quality Assurance:

1. Create GitHub Repo with TortoiseSVN Client
2. Checking on the progress of other groups
3. Testing and reviewing code.

Graphics Design:

1. Create the background (Default: School setting)
2. Create characters/professors
3. Create graphics for buttons, including play, pause, and more.

Back-End Programming:

1. Create scheme plugin for JavaScript
2. Code with scheme

Project Timeline

9/23/2021 - Brainstorming ideas of which games to implement:

   Examples: https://whackaprof.netlify.app/main/index.html

9/28/2021 - A conclusion was made on the game to implement. The game will draw inspiration from "Whack A Professor" and will include features like having a professor say a funny line whenever missed and/or hit.

9/30/2021:

Specs: Group will create a document with general requirements this weekend conserving game logic and basic requirements for graphics.

QA: Will determine the tools required to upload work (using subversion version control system).

Graphics Design: Group will research possible backgrounds for the game.

Backbone: Input for the game has been decided on, the user will press keys to whack the professor.

10/2/2021:

Specs: Created a list of tasks for each group to accomplish. Link:

https://docs.google.com/document/d/1rjsADHjxsUB4AWHhj62w-A_gxo42Z7Wh3CWMWjkHWVI/edit?usp=sharing

QA: Team will create a repository on GitHub with TortoiseSVN.

Graphics: Team will start to create graphics for the project/game.

Backbone: Has begun to code the game taking into consideration that graphics and sounds hasn't been uploaded.

10/26/2021:

Specs: Organized and created project template.

QA: Inviting group members to the repository.

11/2/2021:

Graphics: Uploaded background, objects, and professors

11/9/2021:

Graphics: Uploaded sound files

QA: Reorganized the repository

Backbone: Started applying sprites to game

11/22/2021:

Graphics: Uploaded timer and other sprites.

Backbone: Uploaded Demo of Game

QA: Tested game and submitted review