CISC 3140 - Group 2

Programming Language: JavaScript, HTML 5

Github Link: https://github.com/CISC-3140-Whack-A-Professor

Project Details

Whack a mole but with professors and hit with the correct key clicks, with funny lines to follow.

Roles

Specifications:

1. Suggestion from QA - Create a layout of the website.

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 as a school setting, but still, pursue better pattern)
2. Create characters
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 without taking into account the graphics and sounds at the moment.

10/26/2021:

Specs: Organized and created project template.

QA: Inviting group members to the repository.