

Individual Project Presentation

Slide 1: Title

Individual Project Presentation

Slide 2: Background

- Big tabletop fan
 - Play Wargames
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Slide 3: ASOIAF: The Miniatures Game



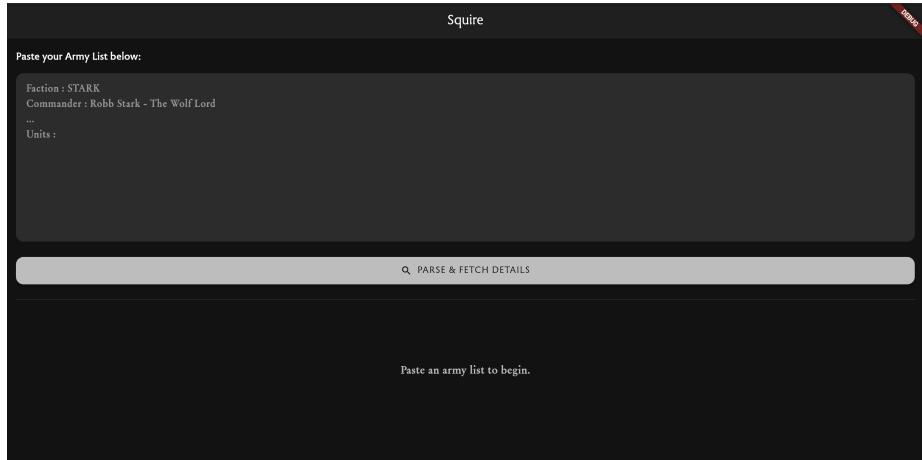
- Typical war-game mechanics
 - A multitude of game mechanics to keep track of
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Slide 4: The Problem



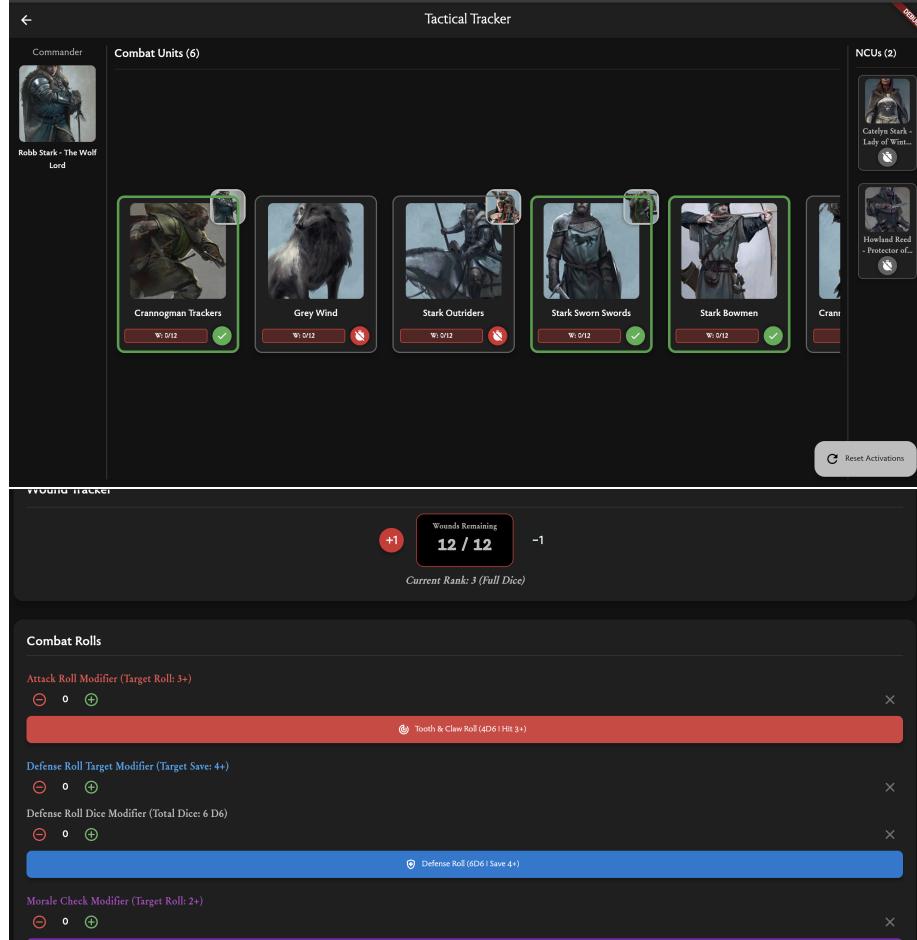
- Multitude of game mechanics
 - NCUs
 - Activations of units
 - Rolls for attack, defense, and morale
 - Attachments add special rules + orders for the unit
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Slide 5: Squire



- Idea came from a comment a friend made
 - Will be able to keep track of units
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Slide 6: How It Works



- Paste an army list into the input box
- Gathers all data from MongoDB server

Slide 7: What Went Wrong

- Time management: balancing group project, course projects, and planning for next semester
- Difficulty deciding how to lay out the project
- Querying appropriate data and relearning MongoDB

What Went Well

- Found a dedicated GitHub repository for necessary data
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Slide 8: Sprint Results

Sprint 1

- Lines of code: **400**
- Individual features completed: **2/6**
- Individual requirements completed: **2/3**
- Individual burndown rate: **35%**

Sprint 2

-Number of features planned: **4** -Number of requirements planned: **1** —

Slide 9: What's Next

- Implement basic rule descriptions for NCUs
 - Show attachment order icons for units
 - Implement other special abilities for unit's attachments.
 - Improve UI
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Slide 10: Timeline

- **Projected Finish Date:** 11/28
 - Implement attachment data and improve UI
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