

Hipster Adventure Trail

Christy
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image
courtesy of
telegraph.
co.uk



Hayden
Reich

David
Stone



Tools Used Throughout Game Creation:



Github for VCS (Ranking: 5)



A Glimpse of our Trello Board:

The screenshot shows a Trello board for 'Adventure Trail'. The board is organized into five columns, each representing a different stage or category of the project. The columns are: Sprint 2, Sprint 1, Completed User Stories, User Stories, and Scrum Tasks To Do. Each column contains a list of user stories or tasks, each represented by a card with a title, a description, and a progress bar. The cards are color-coded: yellow for Sprint 2, orange for Sprint 1, green for Completed User Stories, and purple for User Stories. The Scrum Tasks To Do column contains purple cards. The board is titled 'Adventure Trail' and is marked as 'Private'. The Trello logo is visible in the top right corner, and the user 'Christy Lentz' is logged in.

Boards **CL** **Christy Lentz**

Adventure Trail Private

Sprint 2

- As a developer, I want to have user choices appear as nodes on a tree in order to dictate future options
- As a user, I want the game to not crash regardless of my input in order to keep me engaged in the game.
- As a user, I want the writing for the game to be engaging and entertaining.
- As a user, I want my decision to affect other events later in the game in order to feel involved in the story.
- As a user, I want to be able to save
- Add a card...

Sprint 1

- As a developer, I want to store important user information so that it can be accessed at any point during the game in order to change possible future options
- Add a card...

Completed User Stories

- As a user, I want a clear menu screen when I start the program in order to make the game easy to use
- As a user, I want a help menu available in order to help me learn the game.
- As a user, I want to be able to name my character in order to personalize my game
- Add a card...

User Stories

- As a user, I want to be able to choose how to react to different events in order to guide the plot of the game.
- As a user, I want the ability to scale the difficulty of the game in order to give opportunities to replay the game.
- Add a card...

Scrum Tasks To Do

- Size new stories
- Decide which stories will be addressed in sprint 1.
- Decide on regular meeting time
- Finalize development team
- Add a card...



Tools Used Throughout Game Creation:

Unit

with **J**Unit



JUnit used to run automated tests

(Ranking: 3)

Google Docs, and Google Presentation for collaboration

(Ranking: 5)



Methodologies: Waterfall Project Management

1) Analysis:

1) What do we want to do? Requirements?

2) Design:

2) What language? System requirements?

3) Implementation:

3) Creating Small parts of code

4) Testing:

4) Putting code together to run

5) Trying it out for ourselves

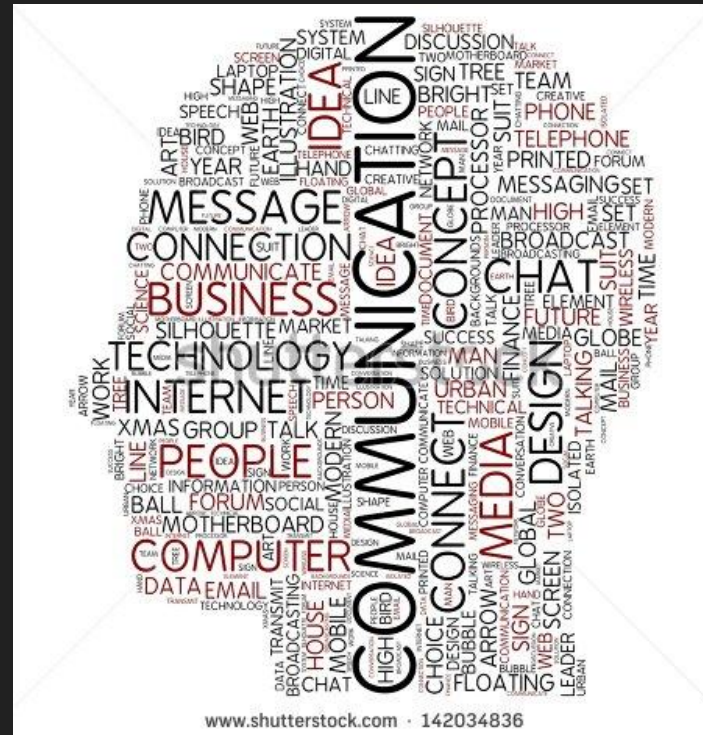
5) Deployment:

6) Maintenance:

6) Issues? Improvements?

Ranking: 5

Challenges



images courtesy of shutterstock.com

Challenges

New to programming in java

New to game making

