Hipster Adventure Trail

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image courtesy of telegraph. co.uk

Tools Used Throughout Game Creation:

Trello for Project Tracking! (Ranking: 4)

Github for VCS (Ranking: 5)

A Glimpse of our Trello Board:

Adventure Trail ⭐ 🔒 Private

< Show

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

💬 1

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

💬 1

As a user, I want a help menu available in order to help me learn the game.

💬 1

As a user, I want to be able to name my character in order to personalize my game

💬 1

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 **JUnit**

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
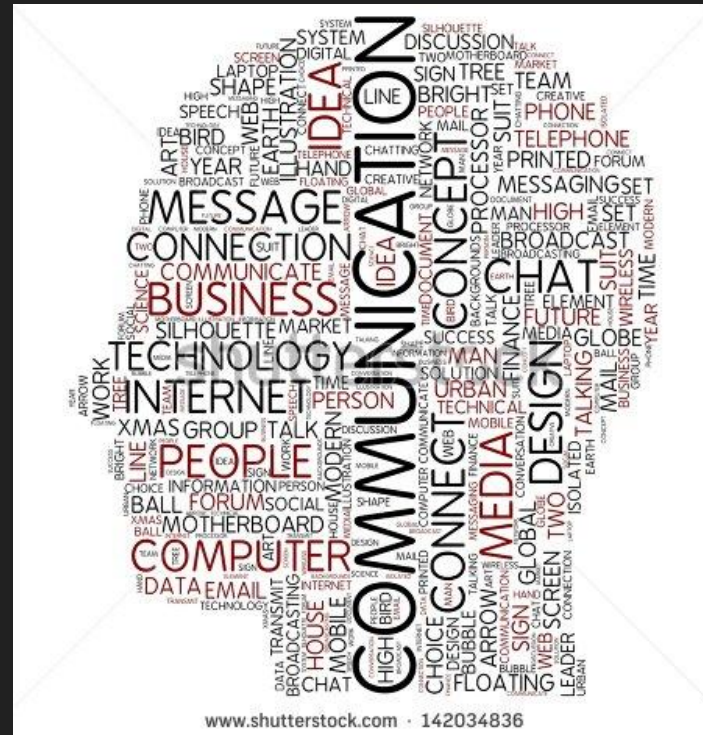
5) Deployment:

5) Trying it out for ourselves

6) Maintenance:

6) Issues? Improvements?

Ranking: 5

Challenges

images courtesy of shutterstock.com

Challenges

New to programming in java

New to game making