Team 3

Whiz-Bang

Project Specifics

- Project Name: MiniGames
- A collaborative effort in making a website that a user can choose from and play three different games
  - Rock Paper Scissors, Random Number Guess, Tic-Tac-Toe
- CJ, Hunter, Olivia
- Timeline
  - Week 1: Organize ideas and assign responsibilities
  - Week 2: Begin working on individual games
  - Week 3: Have mostly functional games
  - Week 4: Finalize details in individual games and begin collaborative program
  - Week 5: Combine code and try to get functioning program
- We have a bare bones final version. It can run all 3 games.

Background

- We chose this project because it worked well for the assignment
  - Interesting and fun
  - Challenging, but not impossible
  - Used both individual and group methods
- The problem being solved: boredom
  - Idea is that users have a fun and simple way to pass time
- No one had a personal reason for choosing this project
  - It was something we all agreed would be a reasonable project for our experience and time

Technology

- Language: Python
  - It was each of our top pick for languages
  - Simple, easy to understand
- Coding Tool: Replit
  - Familiar territory
  - Ability to have shared Replit project
- Collaboration Tool: Email
  - Worked the best for all of us
  - Most discussion and collaboration done in class time
- GitHub
  - New tool, took some time to understand
  - A little complicated in some aspects
  - Project board was excellent for keeping updates and knowing what is worked on and done
- Few technology issues
  - Replit refused to connect to GitHub repositories

Human Factor

- We got our roles through discussion
  - We voted Olivia to be the leader
  - We discussed the parts of the project we would work on
- We tried meeting every Friday
  - If someone could not make it, we would email ahead of time.
- No collaboration issues
  - We communicated and worked well together
  - Kept each other updated on progress each week
  - Asked questions

Preparation

- Helpful assignments
  - Teaching us how to use GitHub
  - SDLC - gave an understanding of the process we would use
- Non-helpful assignments
  - User stories - we didn’t have any users or problems to work off of yet
- Other needed tools
  - We had computers and software provided - we used Replit and Github
  - That’s pretty much all we needed for this project

Lessons Learned

- Different approach : start coding sooner
  - Likely could have been further if we spent a little more time coding rather than prepping
  - Have clearer guides/outlines from the start to base code off of
- Future class suggestions
  - Have speakers present earlier, giving students more time to do the project
  - Make sure students know to use GitHub throughout the project
    - Put the GitHub assignment closer to the coding portion of the class

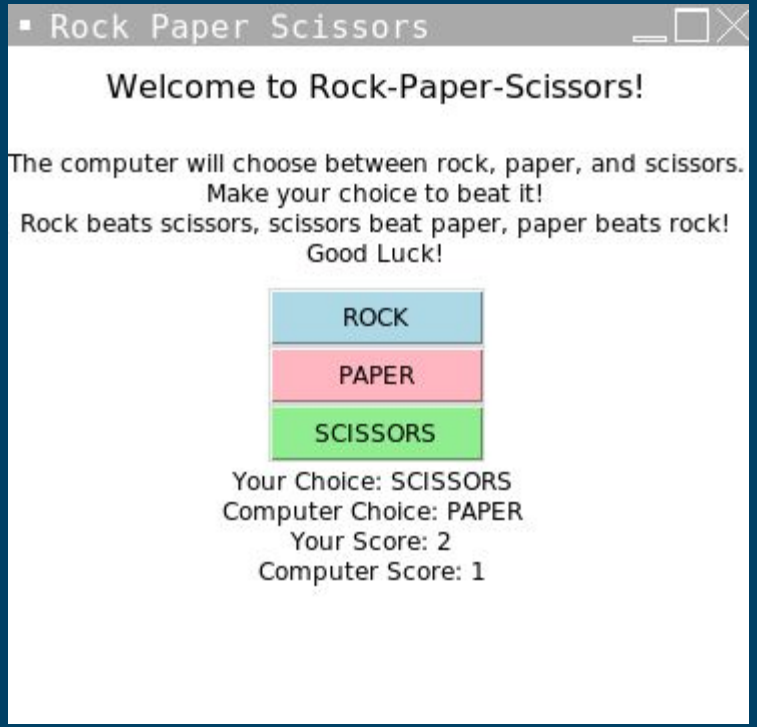
Final Product

Main Screen

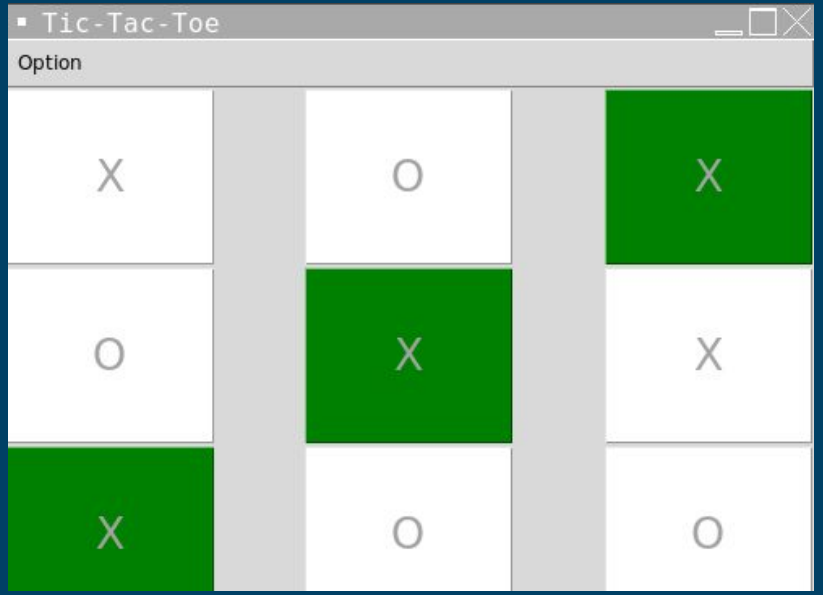

Menu
Welcome to MiniGames!
Number Guess
Rock Paper Scissors
Tic-Tac-Toe
Quit

Number Guess

Rock Paper Scissors



Tic-Tac-Toe



The End