ENSE 374 Project

ThreeWide: Educational Tetris Platform

TW

Team Crusher

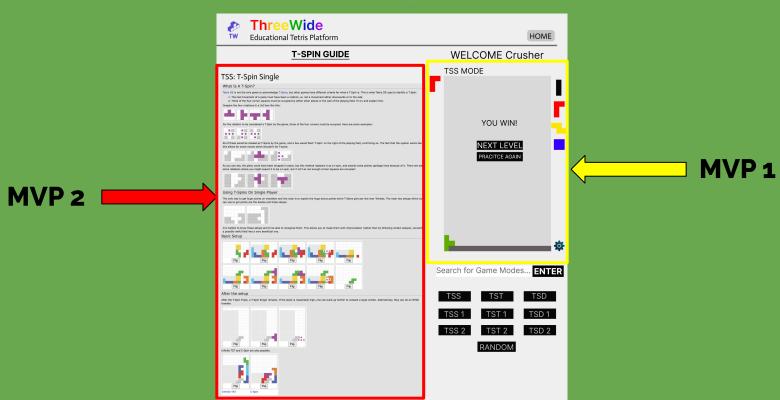# Table of Contents

Project Overview

➜ **Business Case**

https://github.com/teamcrusher/threewide/blob/main/PM%20documentation/Business%20case%20doc.md

➜ **Project Scope Document**

https://github.com/teamcrusher/threewide/blob/main/PM%20documentation/Project%20Scope%20Statement.md

UI DESIGN

PROJECT BOARD

➜ **GitHub Kanban Board**

<u>Project Board:</u> https://github.com/orgs/teamcrusher/projects/3/views/1
<u>Dev Board:</u> https://github.com/orgs/teamcrusher/projects/2/views/1

Student Feedback

- Prototype lacked colour
- User Questionnaire:
  - **<u>Gameplay</u>**
  - *Are you able to practice?* Yes, but I didn't fully understand what was going on
  - *Are the controls clear and easy to use?* Not really, as a beginner I had to google what TSS, TST and TSD meant
  - *When game pieces are placed, is the result one that you expected?* Not implemented in protoype
  - *Is it clear how many times you've repeated a level?* Not sure if this was implemented in the prototype
  - **<u>Feedback</u>**
  - *Is the game board cleared?* Not sure if this was implemented in the prototype
  - *If not, are mistakes clear?* Not sure if this was implemented in the prototype

Demo

threewide.vercel.app

Team Reflection

➜ Overall reflection

➜ Team satisfaction on the project experience

➜ Learning experience

Q & A

Thank You!