Team Leader Report Week 5

Progress Report:

After the completion of the prototype last week, the members of the team got their first glimpse of how the project was coming together. We felt a great sense of achievement from completing such a large amount of work in such a short period of time. As last week was all about the presentation of the prototype, this week was once again back to fine tuning the work and developing the project further. We saw multiple designs from Ashraf on the user interface theme, which we voted on together and collectively decided for it to be 'Space Ships'. Once these designs were passed, Ash was able to begin coding it into our source. Furthermore, David was able to move the prototype into a working master version of SoGaCo as well as tidy up some of the integration errors. Mitchell and Aidan are now working together as Aidan has mostly finished the game logic on the server side and has turned his attention to the blockly integration. This week aside from furthering the EasyJ development into our code they were able to find a working customizable version of blockly which uses Java. This appears to have everything that we would need and more with custom blocks as opposed to EasyJ which does not appear to give any customizability. This unfortunately means that they will have to do more research into its viability and could potentially set back the project. As the team coordinator, i will keep an eye on how this progresses this coming week and if i believe it to be taking too long to properly implement we will discuss as a team on how to move forward with our visual language implementation. Personally for me this week was a little more relaxed as i didn't have to write the milestone report however i was still communicating with the members on each of their modules and how they were getting on. It was put to me that our issue tracking system on GitHub might not be enough as it did not offer a full range of features which some of the dedicated softwares do. In light of this, i did some research into what additional software would give the team the simplest and easiest way of representing their issues. I concluded that Trello (Trello.com) would give the best representation of the issues, help the team delegate out potential new features and show what was completed each week. Trello is a visual board of lists which can be customized to our needs. This means that our lists can have anything on them, be designated to specific members, and include a backlog of our issues. This overall gives a better perspective of our current project and who is working on what. Our trello board includes the following headings: Potential features, block list, awaiting spike, rejected, backlog, to do this week, block/on hold, currently doing, tested and completed. This methodology helps with our chosen SDM, scrum as we all are given small tasks to do each

week and we can see exactly where everyone is at. This week i also updated the documents related to our project accordingly.

Individuals Work 10/8/15 - 17/8/15:

Aidan Houlihan - Visual language implementation (Gamestate implementation and design)

https://docs.google.com/document/d/1d3wfQqherXuWdJhCXBhB7y6Xq6xdczVYtI9kcUt5MCY/edit?usp=sharing

David Dudson - Front end integration

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Mitchell Osborne - Visual language implementation

https://docs.google.com/document/d/10XGC4Om4jjQaHhBPjRqua8uPmKGuyBlOcqjJf1y7BBU/edit

Ashraf Alharbi - User Interface Design

https://drive.google.com/file/d/0B1he9LGK9eZTamM3eFNJWFdQZzA/view?usp=sharing

Josh Baker - Team Leader

https://docs.google.com/document/d/17BFzeCo6e_zw9UqiGCfxYtyqq0Ldkd8QVcGDxxzCopo/edit?usp=sharing

Current Timeline Planning 17/8/15:

https://docs.google.com/spreadsheets/d/1AWDUAikX68S3jjjZb_aQyp-35hKiNGO59wKV4aAwJU8/edit#gid=0