| | | Game Context: Light Game | Studio 42 | | | |
|---|---|---|---|---|---|---|
| **Category** | **User Story** | **Task** | **Responsibility** | **Estimated Effort (hours)** | **Priorities(low 1 - high 3)** | **Motivation for priority** |
| Deliverables | | CHI-PLAY paper 4-page draft | Martin, Mitchell | 3 | 2 | Our main focus this week will be on finishing and polishing our code / game since this must be done by the end of the week. Thus this is not our primary goal now. |
| | | CHI-PLAY video script | all | 4 | 2 | Our main focus this week will be on finishing and polishing our code / game since this must be done by the end of the week. Thus this is not our primary goal now. |
| | | Final presentation preparation | all | 6 | 3 | During the final presentation we must present our game as clearly as possible, explaining the various aspects that define our game, as well as giving a fully working demonstration. |
| | | Draft final report | Martin, Mitchell | 4 | 2 | Our main focus this week will be on finishing and polishing our code / game since this must be done by the end of the week. Thus this is not our primary goal now. |
| | | Final emergent architecture design | all | 3 | 3 | Since this is the final version, all points of the received feedback must be dealt with. We have to fix everything that is still missing, or incomplete. |
| | | Individual project skills essay | all | 2 | 2 | Our main focus this week will be on finishing and polishing our code / game since this must be done by the end of the week. Thus this is not our primary goal now. |
| Player tracking | When I enter the game, I want to be recognized as a player | Player tracking | Jorai, Liam | 12 | 3 | This compoment enables us to keep track of players on the field, as well as assigning an individual colour to all participants, rather than one global colour. |
| | As a player, I want to be able to accurately pick the width of the trail I'm drawing | Brush size increments using thresholds on player circle | Martin, Mitchell | 3 | 3 | Since we want players to paint as accurately as possible, we want to make use of several "brush size thicknesses". Scaling the thickness directly to the boundingbox the player leads to inaccuracy, because even the slightest change in size will also influence the brush width. |
| Code quality improvement | | Final input SIG | all | 4 | 3 | With the SIG feedback, we will be able to improve the quality of the code itself. This leads to a better final product. |
| Testing | | Increase test coverage | all | 3 | 3 | For this last week, we want to get as much coverage as possible, aiming to find some (very) small bugs that might be still in the game. |