Questions

1. Will products such as Pygame and other game development assistants be allowed to help build our prototype?
2. Will the simplicity of the education be a factor in the grading of our prototype?
3. How detailed does the GUI need to be?
4. Will there be an individual aspect to the grading or is it one grade for the whole group?
5. What happens if someone leaves the class (IE. drops the class after the midterm) and we are left with a smaller group?
6. How polished does the prototype need to be ?
7. Are we allowed to use public online source control? (Some classes forbid the use of github etc. as a result of cheating concerns) .
8. Will there be a chance to submit an idea to you before we start the meat of the work to ensure that our idea is something that would be acceptable in the first place?
9. How much time should we expect to dedicate to the project overall and how many weeks do we have in total?
10. What tools do you imagine us using? Full game making tools? Engines? (Unity etc) Just graphics APIs?
11. How much total time/effort do you want to be dedicated to art/music as compared to programming?
12. What are your thoughts about some sort of physics simulator? Could that be a “game”?
13. Can we change our plan after we start?
14. Does the complexity of our program matter for grading purposes?

Risk:

1. Management is a large potential risk for this project, both in time and team aspects. Having members of a group with multiple different projects(other classes work) collaborate on a project like this can be difficult to coordinate successfully.
2. A common issue with group projects is procrastination. Usually one person has to start the project before anyone else will touch it. If We wait too long to start, we could be in seriously bad shape with a project like this.
3. I think there’s a lot of danger in the project that gets chosen being the wrong scope for the class.
4. For communication, we might have time conflicts for weekly meeting so it will become a misunderstanding.
5. If the beginning of the project has some part that needs to change later and we don’t leave enough time for testing then we might have unrealistic schedules.