Assignment Part 1

OUA Building IT Systems (CPT111)   
SP1, 2019

[ Anything in a square bracket, including this sentence is a placeholder text. Remove the Square brackets and replace it with correspondingly appropriate content, where appropriate. Now, delete this paragraph. ]

GRP-COSC2635 – 2D Gaming

by

Dao Kun Nie, s3691571 ,

Duncan Baxter, s3737140,

Evert Visser, s3727884,

Kira Macarthur, s3742864,

John Zealand-Doyle, s3319550

Michael Power, s3162668

[ 18 / 03 / 2019 ]

# What

## Project Name

Silicon.

## Project Description (Duncan to review and adjust)

[ Describe to us what your product would be when completed. Your description should contain enough details that anyone with reasonable technical capability should be able to visualise the outcome product without ambiguity. This section should also identify the type of project this is; a mobile app, web app, a game or something else. It should also contain description of the functionality of the product. ]

Silicon would be a single or multiplayer 2D board game played with cards and dice on a 2D background.

Each discovery will be allocated to a particular decade, starting with the 1940s, but may become available in any order within that decade (subject to special cases, eg. wartime tech from the 1940s will emerge in the first half of that decade, and some tech will have a precursor that must emerge before they can).

Play as Nanosoft, Pineapple (with their ubiquitous pPhone), ICBM ("nobody ever got fired for buying an ICBM"), Gaggle, Farcebook or the Open Source Evangelists.  
Compete to add new tech to your product portfolios ...

## The Team

### Dao Kun Nie

Student Email Address : [ [s3691571@student.rmit.edu.au](mailto:s3691571@student.rmit.edu.au) ]

Your Locale : [ Melbourne, Australia ]

Background & Passion in IT :

[Your description goes here]

What are you good at / What you’re interested in ?

[Your personal answer goes here]

What are your weak-point in the context of the project ?

[Your personal answer goes here]

What role do you see yourself mainly playing in the team ?

[Your personal answer goes here]

### Duncan Baxter

Student Email Address : [ [s3737140@student.rmit.edu.au](mailto:s3737140@student.rmit.edu.au) ]

Your Locale : [ California, USA ]

Background & Passion in IT :

[Your description goes here]

What are you good at / What you’re interested in ?

[Your personal answer goes here]

What are your weak-point in the context of the project ?

[Your personal answer goes here]

What role do you see yourself mainly playing in the team ?

[Your personal answer goes here]

### Evert Visser

Student Email Address : [ [s3727884@student.rmit.edu.au](mailto:s3727884@student.rmit.edu.au) ]

Your Locale : Melbourne, AUS

Background & Passion in IT :

[Your description goes here]

What are you good at / What you’re interested in ?

[Your personal answer goes here]

What are your weak-point in the context of the project ?

[Your personal answer goes here]

What role do you see yourself mainly playing in the team ?

[Your personal answer goes here]

### Kira Macarthur

Student Email Address: [s3742865@student.rmit.edu.au](mailto:s3742865@student.rmit.edu.au)

Your Locale: Sydney, AUS

Background & Passion in IT:

I’m a high-school student who is passionate about music, technology, and science. I fell in love with coding when I attended GPN (Girls Programming Network) a few years back and have continued pursuing my passions of coding and computing.

What are you good at / What you’re interested in?

I’m a logical person who can spot patterns and find the flow not only in coding, but also in my music.

What are your weak-point in the context of the project?

I understand that due to my current stage in education, I have not had any industry experience which puts me at a disadvantage compared to the others completing this course. I am hoping to learn from everyone to enhance my skills and knowledge.

What role do you see yourself mainly playing in the team?

I am an efficient coder and see myself as one of the coders who will be turning the design of the game into a reality.

### John Zealand-Doyle

Student Email Address : [ [s3319550@student.rmit.edu.au](mailto:s3319550@student.rmit.edu.au) ]

Your Locale : [ California, USA ]

Background & Passion in IT :

[Your description goes here]

What are you good at / What you’re interested in ?

[Your personal answer goes here]

What are your weak-point in the context of the project ?

[Your personal answer goes here]

What role do you see yourself mainly playing in the team ?

[Your personal answer goes here]

### Michael Power

Student Email Address : [ [s3162668@student.rmit.edu.au](mailto:s3162668@student.rmit.edu.au) ]

Your Locale : [ California, USA ]

Background & Passion in IT :

[Your description goes here]

What are you good at / What you’re interested in ?

[Your personal answer goes here]

What are your weak-point in the context of the project ?

[Your personal answer goes here]

What role do you see yourself mainly playing in the team ?

[Your personal answer goes here]

## Demonstrable Outcomes (Michael, Kira, Duncan)

### Minimum Viable Features

* + - 1. [Description of Feature]

Validation Test : [ Description of validation test ]

* + - 1. [Description of Feature]

Validation Test : [ Description of validation test ]

* + - 1. [Description of Feature]

Validation Test : [ Description of validation test ]

* + - 1. [Description of Feature]

Validation Test : [ Description of validation test ]

* + - 1. [Description of Feature]

Validation Test : [ Description of validation test ]

### Extended Features

* + - 1. [Description of Feature]

Validation Test : [ Description of validation test ]

* + - 1. [Description of Feature]

Validation Test : [ Description of validation test ]

* + - 1. [Description of Feature]

Validation Test : [ Description of validation test ]

## Project Motivation (all add your thoughts)

Describe what motivated your group to choose this particular project?

How does it relate to your individual and collective interests?

[ Your answer as a group to the questions corresponding to this section goes here. ]

## Project Justification

### Justified Workload

[ Your rationalization for this section goes here. ]

### Beyond Current Capabilities

[ Your rationalization for this section goes here. ]

## Project Risks

* + 1. Risk :

[ Description of risk goes here. ]

[ Example :

The various tools that we are depending on to build our chatbot is no longer available for use. ]

Mitigation:

[ Description of mitigation efforts goes here. ]

[ Example :

Determine alternative tools that we can use, and ensure that our work is done in an open standard. So that should issues arise, we can simply use an alternate tool, such as *EXAMPLE*. ]

* + 1. Risk:

[Description of risk goes here ]

Mitigation:   
[ Description of mitigation efforts goes here. ]

# 

# How

## Resources & Tools

Tool: Java

Short Description

Rationale(why you using this?)

Version and cost

Describe an alternative

Tool: JavaFX

Short Description

Rationale:

Version and Cost

Describe an alternative

## Collaborative Workspaces

Trello

https://trello.com/home

MS Teams

https://products.office.com/en-au/microsoft-teams/group-chat-software

Discord

https://discordapp.com

GitHub

https://github.com

## Communication Expectations

[ Refer to specification. ]

## Decision Making Processes

[ Refer to specification. ]

# When

|  |  |  |  |
| --- | --- | --- | --- |
| **Title** | **Planned Start** | **Planned Due** | **Lead by** |
| Week 3 | | | |
| Link to card somewhere in the Team Trello | [2/6] | [1/8] | [Dennis Ritchie] |
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