Fire Simulator
Use Case Report
Chekou, McConnell, Moundi Mazou, Vanbalberghe

Overview:

The use case phase of our project took longer than expected because the more we discussed our idea, the more we came up with new use cases. In the end, our simple idea for a fire simulator became a fully fledged multi-player game with options to create and participate in tournaments, purchase items from a store, and create maps entirely from scratch. Indeed, our idea kept changing day after day, therefore forcing us to start over a few times. However, we were very content with the state of our project at the end of this phase.

Difficulties Faced and Overcome:

In attempting to make our project as good as we could make it, we often spent too much time discussing trivial details and trying to perfect every aspect of our idea, causing some set backs. This ultimately placed us behind the other groups by about a week. After realizing this, we put more hours into our project and spent more time focusing on moving forward, wasting less time on the minutia. This helped us catch up to the others and move onto the next phase: the domain analysis.

Conclusion:

In this phase we learned how to work with each other and we set the tone for the work we would do in the future of this project. We each have different educational backgrounds and therefore skills in different domains of computer science that, when put together, complement each other very well. Despite our slightly rough start, this phase was a success and we are motivated to efficiently complete our idea all the way through.