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# Android Assembly Pictures

# Merchandise

Play Test Feedback & game rules

**Processed Feedback**

**Positive points:**

The concept fits really well together between GXP and the mechanical bit.  
Concept fits really well with the target audience.  
The robot is a really fun idea.  
The art style is really nice and fits well with the children  
The theme overall makes sense  
The simplicity really fits the younger audience  
Aligns with metropolis well  
Magnet vs Fan is a really nice dichotomy  
Really cool robot design

**Discussion points:**

|  |  |
| --- | --- |
| Failure State | |
| Feedback for | Feedback against |
| Without failure state it can get boring really quickly(Especially older kids) | No failure state is nice for younger kids who have no experience with the mouse/anything |
| Without failure state the kids don’t learn | The game is too short for the kids to notice there’s no failure state anyway |

Arguments in group discussion: Objective isn’t to learn game but learn real-world knowledge. We target the younger audience overall. More of a toy than a game. It’s impossible to appeal to the entire range of 4-12 with one game, thus our focus is mostly on the young. Younger kids can still play.

Conclusion: After the arguments we voted on the option of a failure state(automatic reset) or no failure state at all. We voted and got 5-1, we talked to the last person who wanted it to be failable and presented our arguments and voting again after the result was 6-0 in favour.

|  |  |
| --- | --- |
| Art style too dim | |
| Feedback for | Feedback against |
| The art style has too much gray in it | Art style is really nice and simple and fits the children |
| The colours are very dim |  |

Arguments in group discussion: Assets are super colourful, so actually putting the assets on the backgrounds will make them pop and make this a non-argument. We changed the robot colour from gray to a brighter white to see how that looked.

Conclusion: We really liked the brighter white robot version so we changed to that, but kept the rest of the art unchanged.

|  |  |
| --- | --- |
| Longer chain reaction | |
| Feedback for | Feedback against |
| The chain reaction might be over so quickly they don’t notice it | People really liked the way it currently flows |

Arguments in group discussion: We disagree it’s too quick, with the max being 30 seconds we feel like our current ~20 seconds is already fine.  
Conclusion: No change.

Android Assembly Game Rules

Website

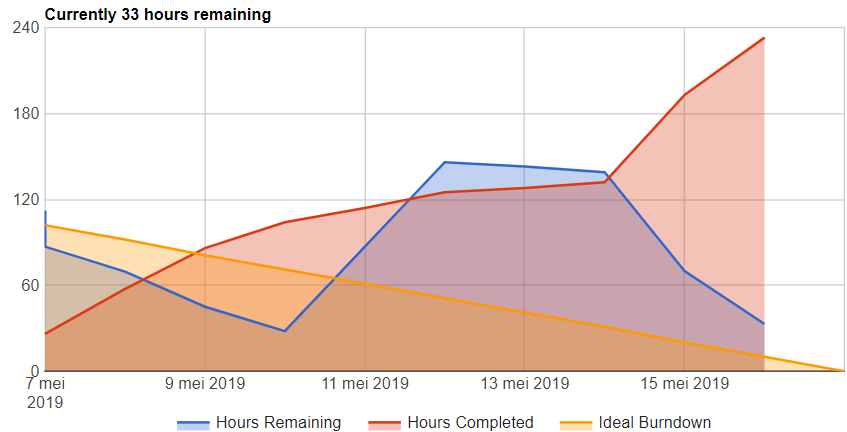
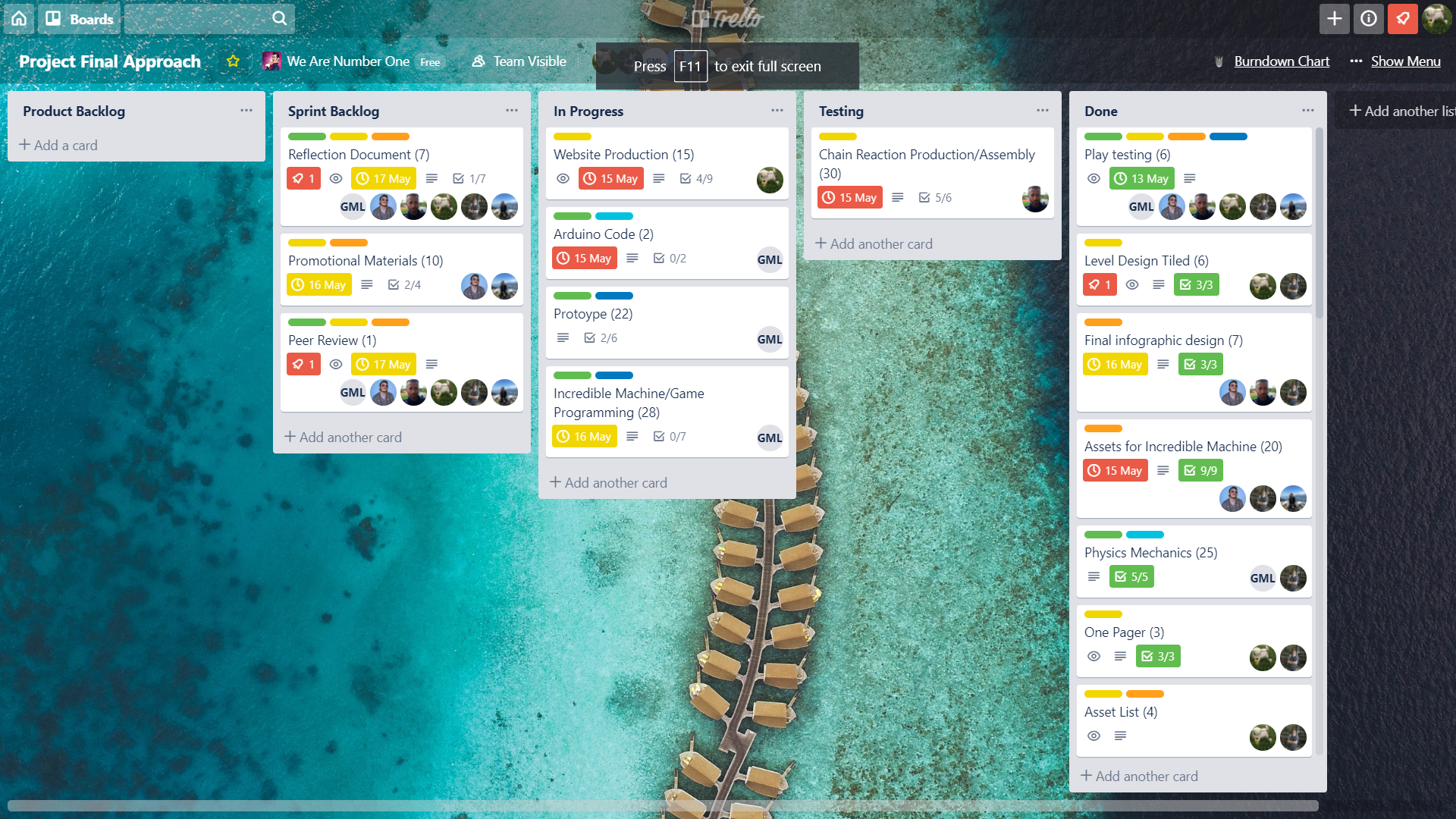
links:

<https://ehsv8bvkwuv65fes3ex7kw-on.drv.tw/Web/>

<https://tinyurl.com/androidassembly> (For easy typing on mobile)

Android Assembly website is hosted via google drive and then drive to web.

# Trello board



Trello explanation:

Here are our Trello board and burndown chart, as you can see the burndown chart is pretty steady until about the 15th of may where we finished a lot of story points but we’re pretty happy with how the flow of work went over the two weeks. Most of the finished story points on the 15th of may had been worked on before, but the 15th of may had a lot of finishing up work.

On the Trello there’s roles; Artist, Designer, Programmer and for the programming tasks it’s split up into engine development and gameplay programming. Each task has a role and programming ones have a role and a description. Each task has a user story and a check list which needs to be worked through and when those are completed those are the grounds of completion. Each task also has one or more people on it, depending on who’s supposed to work on it. When it goes to testing, the tester also puts their name on it so that when something is wrong there is full accountability.

The Trello structure goes as follows: Product backlog, Sprint backlog, In Progress, Testing, Done.  
Everything for the project is in the product backlog. Things that are to be done in the current sprint go to the sprint backlog. When someone is currently working on it, it goes to in progress. Then when the checklist is complete it goes to testing. Once it is approved by the tester it goes to done. At the end of the day all tasks that are in progress should be moved back to the sprint backlog and storypoints spent should be logged on the burndown chart.

# Individual Work

## Individual Work Humam

## Individual Work Tamara

## Individual Work Rob – Scrum Master/ 3D Artist

Honestly, fuck me, I’m the worst scrum master in the history of existence. Even a pussy master is better than me and I’m gay

## Individual Work Rick

Created the HTML/CSS for the website and all the written content on there.  
Created the initial game design.  
Created the levels for the game in tiled.  
Made the PowerPoints.  
Made the majority of the design documents such as the justification document, the game design document & the one pager.  
Led the play tests as well as processed the feedback and led the group discussions about them.  
Wiring and testing for the Arduino/electrical components.  
Illustrator files for laser-cutting.

## Individual Work Olivier

Post pictures/write a list of what you have done

## Individual Work Glyn

Post pictures/write a list of what you have done

# Teamwork reflection

**What were the challenges/problems you faced as a team and how did you face them?**

During the feedback processing we had a conflict where the engineer disagreed with the decision to not implement a failure state. We had a vote and it was 5-1, so we discussed it with him and let him explain his reasoning to us after which we explained our reasoning to him to see if we could sway him. Holding a second vote afterwards led to a 6-0 result.

**What were the roles and were the roles respected?**

Humam is our dedicated sound artist and did the odd-jobs in art.  
Tamara is our dedicated 2D artist.  
Rob is our dedicated 3D artist as well as the scrum manager.   
Rick is in charge of making the website as well as game design in general.  
Olivier is in charge of the actual physical chain reaction and the Arduino.  
Glyn is the dedicated programmer for the incredible machine.

**In what ways did you manage to help each other outside of your roles?**