Hello, hope everyone is fine

Welcome to this weird presentation today,

So today I am going to talk again about my project BINFO Gates,

I will reexplain the main idea of the project with a design example of the form of the level, what are the components of my web application.

Then I will speak on the plan of this project the steps that we will take and how we will start developing this project. Especially the first sprint which would be next month.

Well, as I have explained before our application will be based on web, it would be this interactive set of puzzles and riddles

that related to the topics of our profession mainly a kind of challenges with a professor on a specific course from our program,

Some levels could contain General IT puzzles or some logic or math, or even some real-life problems that anyone may face them at any moment.

 Here's some characteristics of the game, each puzzle will represent a level, the number of level will be fixed like 20 level for example, this number could be updated (here we have some additional feature that we may add if everything is fine,[giving the possibility to professors to add new puzzles as additional php page] but I am not sure about this step because it's quite advanced for our level in PHP and web development in general)

Here the other characteristics I have already explained last time about calculating the points and the final result, and that if you can't answer or solve the puzzle you won't lose and repeat the game from the start, we will have a ? button that will give you the right answer or the solution of this puzzle.

Here I have a sketch of the possible design of a level, well, it's quite messy, but it's only for illustrational purposes.

 You can see for example that this is a level related to algorithms challenge by Prof Steffen for example.

We need to arrange the boxes in the right hierarchy of collection set.

The difficulty of question or the design may vary of course this question is not easy for a

newcomer if he/she doesn't have some experience or knowledge about Java.

 The project will be mainly divided into 3 pillars: the home page in which you can start the game or get some information on how to play etc…

Then we have a set of interconnected puzzles, and finally a result page that give you all the details of what you have done.

So, the full plan of the work has 7 parts.

These days before April we will prepare all the environments and tools.

Then first week of April we will start designing and coding the home page and

puzzle templates or let's say the absolute base of the application.

Then for 2 weeks we will prepare the first set of the puzzles possibly 7 levels more/less then we will finish those two weeks by linking and testing these puzzles for any potential bug or crash.

If everything is all right we will start preparing the second set of puzzles for 20 days, we don't know how many new levels will be added, around 12 more level or so.

We will have a week for doing some optimization and testing on the application in general. And finally, last week we will try to add some extra features to the project, like the ranking system and some privileges to the professors.

Now let's talk about the first sprint. So, you can notice that it's a full application. And yes it is. Around the last week of next month, we are going to deploy the first version of the game (Of course it won't be perfect, it won't have a lot of details or a lot of different components, basically it would be a prologue to the final application, I will come back to this point in a few minutes)

These boxes contain the sequence of the development, we will start by the design of the home page and testing it in many different ways, using Docker, Selenium, and a variety of browsers.

Right after we start a new sequence of level, what coloured in blue represents a repeatable procedure, choosing, designing, coding, testing puzzles these steps will be repeated every time that we want to add a new puzzle.

When we have a number of levels 5-7 for the first sprint. We start adding these puzzles in a connected sequence. And we can then start coding the function of calculating the points, then we can design results page and finally testing the game.

Note that we can work concurrently on these steps and we have already assigned some tasks like one for designing the home page and one for searching for puzzles and so on…

So there's no fixed rules or tasks for each person instead it's very flexible the most important point is respecting the time for critical tasks.

Finally, and unfortunately because of the current situation we can't meet especially during the first sprint, I know, and we all

know that it's out of our control, and we have only to wait until something change.

For our group we are using Telegram and it's very useful especially for sharing files, media and links. It's not ideal like GitLab for sharing code but it works almost everywhere without boring authentication and useless security obligations.

Well about the first sprint it will focus on the main design and making the project alive.

While in second sprint we will focus on testing, optimization and expanding the project. We will discuss more about second sprint plan in the coming presentation next month.

And we are not using a software for agile development, so we decided to upload everything on Git, planning and progress reports will be done manually right now.

Finally, I really hope that everything will go fine and that we don't need to change the working plan, but in this crisis nobody knows.

Anyways thank you for listening stay safe and optimistic.

If you have any question, fell free to ask.