

Team Red Panda Project Plan

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1. Revision History

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| Revision | Status | Publication/Revision Date | By |
| 1.0 | Created | 18/09/2012 | Peter Grypma |
| 2.0 | Added to existing sections previously finished | 20/09/2012 | Peter Grypma, with input from meeting with entire group |
| 3.0 | Added Gantt chart and risk management | 21/09/12 | Peter Grypma |

1. Project Summary

Our applications working names are Word Jumbles and Missing Letters. The applications are games designed to work with the Synphony Literacy System to make word based games that help a student learn to read at the level they are at. The features of these games are that they can interact with the Synphony Literacy System to make games that only include words that contain the letters that the student has learned. This means that the difficulty of the games can be controlled by the user. The game is meant for students learning a language with varying degrees of skill and knowledge. These games provide a fun way to learn a language without the frustration of running into words with unknown letters or combinations of letters. These games are on the IOS platform for iPhone, iPad and iPod touch.

1. Project Overview

The problem this project aims to solve is the problem of increasing world literacy and the related problem of finding a way to teach a language to a student in a way that they can understand and at a pace that is comfortable. This ensures that the pace isn’t so fast that they move on without actually learning anything. How we aim to mitigate this problem is by developing apps on iOS which are language games for students learning a language. What sets these apps apart is that they incorporate the Synphony Literacy System, so that the games don’t include letters that the user has never seen or learned before.

The stakeholders in this project would be the makers of the Synphony Literacy System, as by creating these apps we help in their goal of improving literacy of students worldwide. The members of this group are also stakeholders in this project, as a successful grade and successful apps benefit us all and, if they are successful enough, possibly gain us recognition by publishing the apps to the app store.

The users of the apps are students learning a language, as well as the teachers who may assist the students when using the apps. The apps can be a supplementary tool to the Synphony Literacy System as an alternative way to essentially do the same work in a different, more interactive and fun way. The assumption is that at least the student or the teacher will have the knowledge to operate an iPhone, iPad or iPod touch and download the app from the app store. The teacher or student would have knowledge of what letters or words the student is already familiar with, so that they can select which letters can be included in the words generated by Synphony.

List of features:

-Simple 3 button menu with “Play”, “Instructions” and “Settings”

-Letter select feature where student/teacher selects the letters to be used in the Synphony generated word lists

-Word lists can be populated to various language options

-For Word Jumbles, 6 randomly scrambled words from the generated Synphony wordlist appear on the screen

-Similar process for Missing Letters, except that instead of scrambled words, the words are missing one or more letters

-Lesson complete screen appears when each word is filled in or guessed correctly and will give a letter grade based on the wrong guesses compared with the correct guesses

-Settings contains list of available languages in which to play

1. Project Planning

Current progress includes a storyboard of what the game will roughly look like, an implemented working prototype of Word Jumbles and finer definitions of how we might communicate with Synphony using API and the wordlist from Synphony in a JSon file.

Project Website Address: <http://hobbit.github.com/CMPT385/>

Communication has generally been in person, in meetings or by email, as well as posting meeting minutes on the website and on our git repository.

1. Project Schedule



1. Risk Management

One of the risks involved with this project is that the majority of our group does not know the language of Objective C. We have attempted to mitigate this risk by setting aside time in our schedule to learn some of the basics of Objective C by watching tutorials. The goal is to learn basic syntax and structure so that we don’t go completely blind into coding. This is a big risk as if we cannot actually write the code in the language, then the project won’t be finished on time. In addition to the tutorials, there are documentation sites on Objective C, such as the following: <http://developer.apple.com/library/mac/#documentation/Cocoa/Conceptual/ObjectiveC/Introduction/introObjectiveC.html>

This will be a good resource to learn the language at first as well as on the fly when we are programming.

Another risk is that our group only has one macbook with the newest version of xcode and the available computers in the lab don’t have the latest version, which restricts the time we can program as well as delaying when we can start programming. There isn’t a lot that we can do about this risk since we don’t have access to upgrade the computers, but we can speak with people who can about upgrading them sooner.

1. Project Organization and Staffing Plan

Peter Grypma - Project Leader

Email: [peter.grypma@gmail.com](mailto:peter.grypma@gmail.com)

Chris Hobbs - Lead developer

Email: [Christopher.Hobbs@mytwu.ca](mailto:Christopher.Hobbs@mytwu.ca)

Hizkia Hertadiwangsa – Documentation

Email: [Hizkia.Mertadiwangsa@mytwu.ca](mailto:Hizkia.Mertadiwangsa@mytwu.ca)

David Wu – Graphics and Notes

Email: [ChiaHsin.Wu@mytwu.ca](mailto:ChiaHsin.Wu@mytwu.ca)

Appendix A: Team meetings agendas and minutes

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| Group A Team Meeting Agenda | | DATE:07-Sept-12  12:37 PM – 01:30PM  LOCATION: NEU 20 | | |
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| Meeting called by: | Dr. Herbert H. Tsang | Type of meeting: | First Meeting | |
| Facilitator: | Peter Grypma | Note taker: | Chris Hobbs | |
| Timekeeper: | Hizkia Mertadiwangsa |  |  | |
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| Attendees: | Chris Hobbs, Peter Grypma, Hizkia Mertadiwangsa, David Wu | | | |
| Please read: |  | | | |
| Please bring: |  | | | |
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| Agenda | | | | |
| Topic Presenter / lead Time allotted  1. Fill out “Personal skill inventory” Individual team member 10 min  2. Team member introduce themselves. Individual team member take turn 20 – 25 min  3. Assign roles for the project team (Project manager, developer, note taker, documentation, QA, etc.) Individual team member 20 min  4. Brainstorming project ideas (at least three) Project manager 50 min  5. Document the project ideas in meeting minutes Note taker and project manager with help from team members. 10 min | | | | |
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| Additional Information | | | | |
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| Observers: |  | | | |
| Resource persons: |  | | | |
| Special notes: |  | | | |
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| A team meeting | | | | | | | | |  | | | | | | | | |
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| Meeting called by: | | | | Peter Grypma | | | Type of meeting: | | | | | | Planning | | | | |
| Facilitator: | | | | Peter Grypma | | | Note taker: | | | | | | Chris Hobbs | | | | |
| Timekeeper: | | | | Hizkia Mertadiwangsa | | |  | | | | | |  | | | | |
| Attendees: | Peter Grypma, Hizkia Mertadiwangsa, David Wu, Chris Hobbs | | | | | | | | | | | | | | | | |
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| Minutes | | | | | | | | | | | | | | | | | |
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| Agenda item: | | GitHub | | | | | | | | Presenter: | | | | | Chris Hobbs | | |
| Discussion: | | Discussed repository options | | | | | | | | | | | | | | | |
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| Conclusions: | | We will use the Git standard utilizing GitHub | | | | | | | | | | | | | | | |
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| Action items | |  | | | | | | | | | Person responsible | | | | | | Deadline |
| * Set up GitHub repo | | | | | | | | | | | Chris Hobbs | | | | | | 11 Sept 2012 |
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| Agenda item: | | Project Ideas | | | | | | | | Presenter: | | | | | Peter Grypma | | |
| Discussion: | |  | | | | | | | | | | | | | | | |
| We discussed the possible project ideas | | | | | | | | | | | | | | | | | |
| Conclusions: | | We choose word jumble (#15) and missing letters 2 (#25) | | | | | | | | | | | | | | | |
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| Agenda item: | | | Discussed project responsibilities | | | | | | | Presenter: | | | | | | Peter Grypma | |
| Discussion: | | |  | | | | | | | | | | | | | | |
| Chris Hobbs as main developer  Peter Grypma as project manager  David as graphics specialist  Hizkia as main documentation member | | | | | | | | | | | | | | | | | |
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| Group A Team Meeting Agenda | | | | | | DATE: 14 Sept 2012  0930 AM - 10:00AM  LOCATION: NEU 20 | | | | | | | | | | | | |
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| Meeting called by: | | | | | Peter Grypma | Type of meeting: | | Planning | | | | | | | | | | |
| Facilitator: | | | | | Peter Grypma | Note taker: | | Chris Hobbs | | | | | | | | | | |
| Timekeeper: | | | | | David Woo |  | |  | | | | | | | | | | |
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| Attendees: | | | | | Peter Grypma, Chris Hobbs, David Woo | | | | | | | | | | | | | |
| Please read: | | | | |  | | | | | | | | | | | | | |
| Please bring: | | | | |  | | | | | | | | | | | | | |
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| Agenda | | | | | | | | | | | | | | | | | | |
| Topic Presenter / lead Time allotted   1. Brain Storm more on what our app will look like (story board) 2. Discuss HW 1 | | | | | | | | | | | | | | | | | | |
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| Group A team meeting | | | | |  | | | | | |
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| Meeting called by: | | | Peter Grypma | Type of meeting: | | | | Planning | | |
| Facilitator: | | | Peter Grypma | Note taker: | | | | Chris Hobbs | | |
| Timekeeper: | | | David Woo |  | | | |  | | |
| Attendees: | Peter Grypma, Chris Hobbs, David Woo | | | | | | | | | |
| Absent: Hizkia Mertadiwangsa | | | | | | | | | | |
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| Minutes | | | | | | | | | | |
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| Agenda item: | | App Planning | | | | Presenter: | | | Chris Hobbs | |
| Discussion: | | Possible Story Board | | | | | | | | |
| 1. Ran through ideas on the white board 2. Nailed down probable app layout for word jumble app | | | | | | | | | | |
| Agenda item: | | Homework 1 | | | | Presenter: | | | Peter Grypma | |
| Discussion: | |  | | | | | | | | |
| * Discussed requirements of HW 1 * Assigned roles | | | | | | | | | | |
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Team Red Panda

Purpose: discuss new info gained from Q and A with Synphony people

Date/Time: 20/09/2012

Atendees: Peter Grypma, Hizkia Mertadiwangsa, Chris Hobbs, David Wu

Topics

* Changed the design from level based to specific letter word list based.
* We won't be using hard coding but using API to interact with symphony.
* Get rid of continuous mode.
* Scoring system change - scoring base to grade base.
* Re-use the code for both games; the differences will be the game screen.
* Learn and be familiar with objective C, at least start to know basic syntax by next Wednesday.
* Try out old Xcode on iMacs and find out when we will get the new version of Xcode