

Rakushki

Team IRONKLADD

May 8, 2015

The Dream

Game Design

- block-based puzzle game framework
- highly customizable
 - modular design
 - powerups
 - create your own gametype
- multiplayer
 - net play
 - split screen
- build for the web, port to mobile devices

Process

- maintain a blog
- collaborate using GitHub
 - work independently
 - issue tracking
 - weekly builds
- presentable by Quest
- coding standards

The Reality

Game Design

- customizable block-based puzzle game
 - board size
 - colors
- two gametypes built in
- no powerups
- single player only
- works in updated Firefox/Chrome, including mobile

Process

- maintained a blog
- collaborated using GitHub
 - worked in lockstep until late in semester
 - issue tracking used sparingly
 - builds made whenever
- 1 week behind Quest
- adhered to most of our coding standards

Complications

- underestimated development time
- JavaScript
 - `undefined == null`
 - *many* different approaches to *everything*
 - not very compatible with UML diagrams
- CutJS
 - “there’s a new JS framework every 5 minutes”
 - in alpha, some experimental features
 - changed its *name* last month
 - StageJS

Triumphs

- we all learned:
 - git
 - JavaScript
 - to develop software as a group
- made 2 pretty cool games

<http://ironkladd.github.io/rakushki>

Going Back in Time

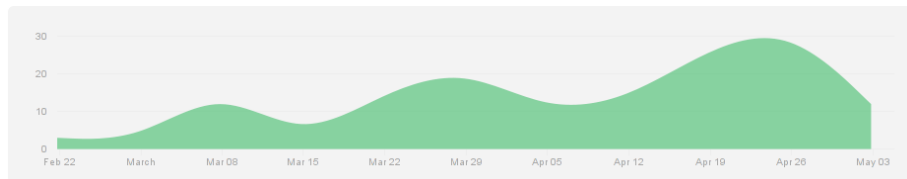
- use a more standard/stable library
- tone down the scope
- sprints early on

Commits over Time

Feb 22, 2015 – May 5, 2015

Contributions to master, excluding merge commits

Contributions: **Commits** ▼

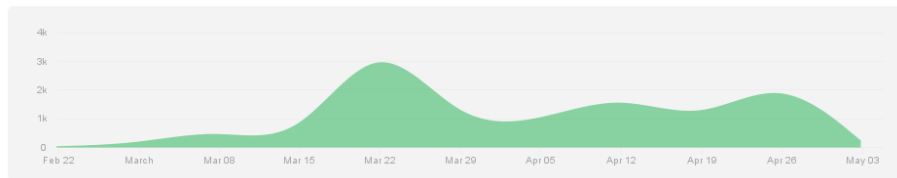


Additions over Time

Feb 22, 2015 – May 5, 2015

Contributions to master, excluding merge commits

Contributions: **Additions** ▼

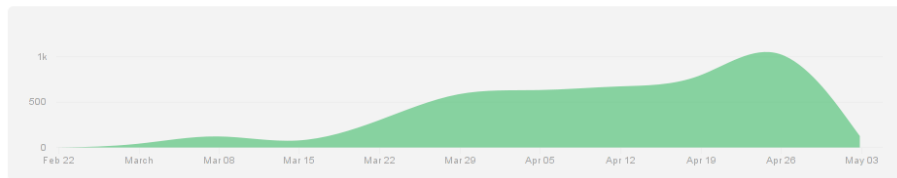


Deletions over Time

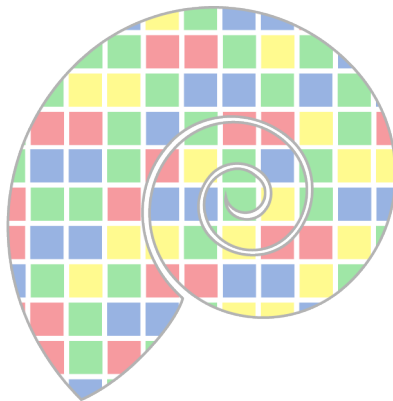
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Contributions: **Deletions** ▼



Personal Reflections



RAKUSHKI