

- FOOTBALL MANAGER GAME -

Content

- Summary of Project in short
- Epics
- Themes
- User Stories
- Definition of Done
- Sprint Planning
- PSI
- MVP

Summary of Project in short

We decided that we will develop our Project to use agile methodology because we realized that our Project is more suitable for agile. We will do simple manager game at first. Users can find in this game teams in Turkish Super League , famous players and exciting matches. Before you choose your team , you can see squads of teams so you can easily decide to which one can be choosed . Different budgets is given to you for different teams. You can do transfer with this budget. You can see statistics of your team and players after the match. You can be champion if you play well but it will be not easy in our game.

We will use in this Project Java basically. We also use database – java connection . We will create visuality thanks to Java GUI .

Epics

We played lots of manager game until childhood to now. Therefore , we know that how the football manager game is. We talked also our friends at that point and took some comment from them . Users and we want to play more exciting matches and season. In general , in other games , “weak” teams cannot defeat famous teams . Big teams can win easily against them. Moreover , we want to be the champ with weak teams . Of course , it must be too hard but at least it can be done. Users also want to do transfer famous players to weak team .

Themes



USER STORIES

❖ .New Game. → Choose team / Load Game → Choose team

- User wants see squads of all teams , he can decide to according to squads
- After choosing team , the game must be started.

❖ Game Menu

- User can easily see the EXIT
- User wants to see League Score Table and the games will be played
- Of course , user wants to go match
- User can change tactics of team before matches
- Transfer can be done by users

❖ Match

- User wants to change players via substitution
- User wants to see statistics of matches
- User wants to change tactics like attack or defence

Definition of Done

- ✚ We learned to connect MySQL and Oracle Database to Java
- ✚ We coded match system with two teams to see the results
- ✚ We deal with Java GUI and improved at this point
- ✚ We decided that how our game will be look
- ✚ We started to enter all players and all teams to database

Sprint Planning

06.04 - 20.04 → will finish enter all players to database , work with Java GUI

20.04 – 04.05 → will finish all visuality and code part in Java to match or other issues

04.05 – 11.05 → Testing and improve the visuality (adding something maybe)

11.05 - → The game will be played by ourselves and our friends to test

PSI (Potentially Shippable Increment)

We are planning to increase number of season in our game if we can be successful. Moreover , we want to add other leagues all over the world. In summer , we want to work on android and apply our Project to android.

MVP (Minimum Viable Product)

The players who play our game , they can be the champion with their own team or weak team. Moreover , they can enjoy thanks to our visuality . We know that if we can achieve this Project , they can download our Project willingly.

