Home

Game of Ethics

COMP90082-2023-SM1-GE

Project Overview

The objective of this project is to create an interactive online game that simulates a realistic working environment for educational purposes. The game aims to encourage students to reflect on the ethics, governance, and unintended consequences of building systems. Through the game, students will encounter the complexity of decision-making and the conflicting information they may engage in real-world scenarios. Ultimately, the students will have a deeper understanding of ethics, improve their critical thinking skills, and enhance their problem-solving abilities. The main goal of this project is to improve the game developed by the previous team by fixing technical issues, improving its user experience, and enhancing its resilience.

The Team
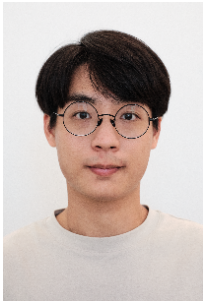
Stakeholders

Name	Preferred Name	Photo	Contact	Role
Eduardo Oliveira	Eddy		E-mail: eduardo.oliveira@unimelb.edu.au	Subject Coordinator
Lucy Sparrow	Lucy		E-mail: lucy.sparrow@unimelb.edu.au	Subject Coordinator
Stephanie Brook	Stephanie		E-mail: sbbrook@unimelb.edu.au	Supervisor
Mauro Mello Jr	Mauro		E-mail: mauro.mellojr@unimelb.edu.au	Client

Development Team

Name	Preferred Name	Photo	Contact	Role
Yu Hsien Chiang	Sam		E-mail: yuhsien.chiang@student.unimelb.edu.au Phone: 0431-173-775	• Product Owner • Backend Developer

Links

Communication
Slack
Zoom - Supervisor
Zoom - Team

Tools
GitHub
Trello
Google Drive
When2meet

Quechen Yang	Andy		E-mail: quecheny@student.unimelb.edu.au Phone: 0478-498-835	• Scrum Master • Frontend Developer • Backend Developer
Hongwei Xiang	Tiber		E-mail: honxiang@student.unimelb.edu.au Phone: 0426-570-992	• Frontend Developer • Tester
Bohan Zhang	Bohan		E-mail: bohanzhang@student.unimelb.edu.au Phone: 0415-960-121	• Frontend Developer • Tester
Zhuofu Liu	Steven		E-mail: zhuoful@student.unimelb.edu.au Phone: 0478-841-830	• Backend Developer • Database Developer

Recent space activity

Quechen Yang

| Sprint Planning updated less than a minute ago • view change

| Deployment & Release updated a minute ago • view change

| Testing updated a minute ago • view change

| Game Design updated a minute ago • view change

| Product Backlog updated 2 minutes ago • view change

Space contributors

- Quechen Yang (less than a minute ago)
- BoHan ZHANG (8 hours ago)
- Yu Hsien Chiang (11 hours ago)
- Zhuofu LIU (11 hours ago)
- Hongwei XIANG (13 hours ago)
- ...

| Project Overview

| Project Overview: Game of Ethics - Boeing 737 MAX Dilemma

The "Game of Ethics" is an online multiplayer interactive game that aims to immerse students in a real-life industry setting, focusing on the ethical challenges surrounding the Boeing 737 MAX incidents. Through role-playing and decision-making, students will explore the complexity of working in an organization and contemplate the ethics, governance, and unintended consequences of building systems, fostering a reflective practice.

Project Objectives:

1. Create an engaging online game that simulates real-life scenarios, encouraging students to explore their behavior in a mock environment.
2. Design a decision-tree based system to allow multiple outcomes, which will be used as teaching tools to illustrate the complexity of organizational decision-making.
3. Encourage students to contemplate various aspects of their decision-making process, such as governance, ethics, and managing people.
4. Promotea reflective practice among students by allowing them to analyze the outcomes of their decisions and learn from real-life industry challenges.
5. Create a user-friendly and immersive experience that can be easily integrated into classroom activities and discussions.

Project Structure:

| Project Overview

| General Process Document

| Requirements Analysis

| Product Backlog

| Sprint Planning

| Meetings

| Game Design

| Development

| Testing

| Deployment & Release

| Bin

This page contains following directories:

| Project Background & Objectives

| Project Scope & Motivational Model

| Challenges & Risks

| Project Background & Objectives

Version Date	Editor	Comment
23 Mar 2023	Yu Hsien Chiang	V 1.0

Product Overview

The objective of this project is to create an interactive online game that simulates a realistic working environment for educational purposes. The game aims to encourage students to reflect on the ethics, governance, and unintended consequences of building systems. Through the game, students will encounter the complexity of decision-making and the conflicting information they may engage in real-world scenarios. Ultimately, the students will have a deeper understanding of ethics, improve their critical thinking skills, and enhance their problem-solving abilities. The main goal of this project is to improve the game developed by the previous team by fixing technical issues, improving its user experience, and enhancing its resilience.

Game Background

The game is built on the Boeing 737 Max accident case study. Each of the 5 players plays a different role in the airline industry and must make critical decisions based on different information. The 5 roles are:

- The Boeing executive
- Software Developer
- Airplane pilot
- Aeronautical engineer
- Federal Aviation Administration (FAA) worker

The players progress through the game by making their decisions using decision-making trees.

Client Goals

The game was previously developed by a different team and has been handed over to the RedBack team. However, the game has numerous bugs and issues that negatively impact its performance and user experience.

Therefore, the primary goals of this project are to:

1. Conduct comprehensive testing and debugging to ensure that the code is efficient and effective
2. Enhance the game's robustness and resilience to prevent future issues and bugs and to improve scalability
3. Deploy the game onto the AWS service to improve its accessibility and scalability.

| Project Scope & Motivational Model

DO-BE-FEEL

| Role	Do			Be	Feel
Students /Teachers	Participate in decision-making	Develop decision-making skills through gameplay		empowered to make informed choices	Accountable for decisions
		Develop ethical thinking skills through gameplay		able to navigate complex ethical issues	Accountable for decisions
		Analyse the ethical dilemmas		Mindful and self-aware	Accountable for decisions
	Facilitate ethical discussions	Monitor students' progress and engagement with the game		Organized and strategic	Approachable
		Provide constructive feedback and assess students' learning outcomes and growth in ethical understanding.		Responsible for the consequences of decisions	Thought-provoking
Students	Learn the responsibilities and ethical codes of the five characters	Apply ethical principles learned from the game to real-life situations		Informed and knowledgeable about the professional duties of each role	Empathetic
	Create a safe environment for players to express their thoughts and opinions	Reflect on the potential consequences of players' actions			Engaged /Open to learning

GOAL MODEL
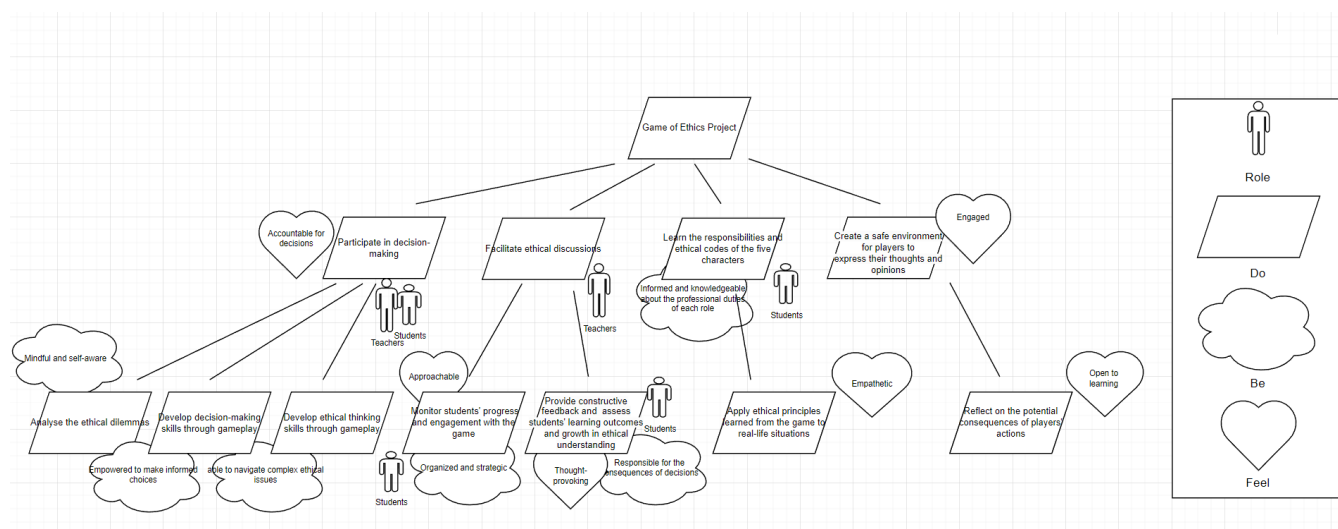
Figure 1: Motivational Goal Model

| Challenges & Risks

Challenges:

- Cultural and linguistic: Projects might face challenges with cultural differences and language communication. For example, when translating game content, one needs to ensure that the information is accurately communicated to users of different languages. In addition, considering the cultural backgrounds of different countries, the game design needs to take care to avoid content that may cause misunderstanding or offense.

- Maintenance and Updates: Over time, projects might need to be maintained and updated to fix bugs, improve functionality, or adapt to new technical requirements. This requires an investment of ongoing resources and effort to ensure the stable operation of the project.

- User experience: The project needs to take full account of user experience so that bu'tongbu'tong'l different types of players can easily understand and participate in the game. This required optimizing the game interface, interaction design, and other aspects. At the same time, it was necessary to ensure that the game content was educational for various characters so that players could reflect on the different outcomes at the end of the game.

Risk

- Technical implementation: Although the project is not a video game, implementing multiplayer online interaction still requires some technical skills. Problems such as network latency and high server load may be encountered. At the same time, code optimization and performance tuning are required to ensure the game runs smoothly.

- Laws and regulations: Depending on the laws and regulations of different countries and regions, some of the content may need to be adjusted to comply with local regulations. For example, regulations regarding data storage and transmission may vary from country to country and require the project to be adjusted accordingly.

- Security: Projects deployed on AWS may face the risk of data security and privacy breach. To protect user data and project information, appropriate security measures need to be implemented. Such as data encryption, access control.

| General Process Document

This page contains following directories:

| Communication Plan

| Roles and Responsibilities

| Communication Plan

Stakeholder	Objective	Format	Frequency	Owner	Importance
Client	Report progress updates and clarify project team questions	Sprint review - Zoom	Fortnightly	Product Owner	High
	Provide documentation of team progress, decisions, and Sprint review meeting conclusions	Email	Weekly	Product Owner	High
	Answer project team questions about requirements	Email	when needed	Product Owner	High
	Identify the resource needs of the development team	Email	when needed	Product Owner	High
	Quick discussion, clarification, and decision-making	Slack / Zoom	when needed	Product Owner	Medium
Supervisor	• Stand-up meetings • Report progress updates, project plans, questions, and issues	Zoom	Weekly	Scrum Master	High
	Short questions	Slack	when needed	all team	Medium
Project Team	▪ Specify the user stories that need to be done and discuss how they will be done ▪ Confirm the expected outcome	Sprint planning meeting - Zoom	Beginning of a sprint	Scrum Master	High
	Showing currently completed functions	Sprint review meeting - Zoom	Weekly	Scrum Master	High
	Keep track of task allocation and progress	Trello	Daily	Scrum Master	Medium
	Internal discussion, issue report, daily interaction	Live Chat Tools / Slack	when needed	all team	Low

| Roles and Responsibilities

Roles		Responsibilities	Name
Scrum Master		• Help the team to self-organise and make sure the team is fully functional and productive. • Arrange and lead Scrum meetings: Sprint planning, Supervisor meeting, and Sprint reviews • Ensure close cooperation between Dev Team members • Protect the Dev Team from outside interference and remove obstacles that hinder project progress	Quechen Yang
Product Owner		• Confirm product features, release dates, and contents • Define and prioritise the product backlog • Maintain close contact with stakeholders to provide timely feedback on team progress and ensure the product backlog is refined and updated regularly • Ensure that the Dev Team understands the product requirements and features by creating detailed user stories • Make critical decisions about the product and provide guidance to the team on what features should be developed and when	Yu Hsien Chiang
Dev Team	Frontend Developer	• Ensure the user interface is visually appealing, responsive, and optimised for performance, response speed, and compatibility • Work with the backend development team to integrate the front-end with the server-side • Write clean, modular, and maintainable code for the client side of web applications.	Hongwei XIANG Quechen Yang BoHan ZHANG
	Backend Developer	• Write clean, scalable, and well-documented code that meets the project requirements • Optimise and modify back-end codes for code scalability, efficiency, and performance to meet the project requirements • Implement APIs for communication between the front-end and the backend • Work closely with the database engineer to ensure data is stored and retrieved efficiently	Zhuofu LIU Yu Hsien Chiang Quechen Yang
	Database Developer	• Design, implement, and maintain the database schema and architecture • Optimise database performance by creating indexes, optimising queries, and tuning database parameters. • Work closely with the backend development team to ensure that the application is integrated with the database properly	Zhuofu LIU
	Tester	• Develop and execute test plans, test cases, and test scripts to ensure the quality of the software product • Perform manual and automated testing of the software product and report defects to the development team. • Collaborate with the development team to ensure defects are fixed and retested. • Participate in the continuous improvement of the testing process and the automation of the testing	Hongwei XIANG BoHan ZHANG

| Requirements Analysis

This page contains following directories:

| Personas

| Functional Requirements

| Non-Functional Requirements

| Personas

To support project needs, three personas were developed to help with requirements validation. These personas are based on research and discussions with industry partners while being inclusive and diverse.

Type	Bio	Goals
Student	An aerospace engineering student with a passion for the field of aviation. He has a strong interest in ethical decision-making and corporate governance.	The student hopes to use the game to better understand the issues involved in ethics, corporate governance and unintended consequences in the aerospace industry and to prepare for his future career.
Software Developer	A software developer who is taking a vocational training course to improve her skills in ethical decision-making and risk management.	Through this game, she hopes to improve his skills in decision-making, teamwork and communication in a simulated realistic environment.
Corporate Trainer	A corporate trainer who is responsible for providing ethics, corporate governance and decision-making training to corporate employees.	He hopes the game will be an innovative teaching tool that combines realistic examples with interactive elements to help employees improve their awareness and skills in ethics and decision-making in a safe simulation environment

[Persona] Student

- Age: 23
- Work: aerospace engineering student
- Family: Both-patents family
- Location: Melbourne VIC

Technology

Communication

Ethic

Programming

Logical

Goals

- Use the game to better understand the ethics, corporate governance, and unintended consequences involved in the aerospace industry.
- prepare for future career.

Frustrations

- He is focused on his studies and is very unfamiliar with games, and multiplayer games are a challenge for him.
- It is difficult for him to learn the theoretical aspects of ethics

Motivation

- Enhanced knowledge and skills
- Enthusiasm and interest.
- Personal fulfillment
- Career development

Personality

Curiosity

Sense of responsibility

Enthusiasm level

Bio

Ethan Turner, 23, was born into a two-parent family and is a college student with a passion for aerospace engineering. He has had a curiosity and passion for flying vehicles and space exploration since he was a child. Despite excelling in academics, he is relatively weak in interacting with people in his daily life.

During his college years, Ethan became interested in ethical decision making and corporate governance, realizing the importance of these areas in the aerospace industry. To deepen his understanding and improve his skills in this area, he decided to try a game that could simulate a realistic environment. In this way, he hopes to explore the ethical, corporate governance and unintended consequences involved in the aerospace industry in a safe and simulated environment, and to be well prepared for his future career.

[Persona] Software Developer

Sophia Clark

- Age: 32
- Work: Software Developer
- Family: Married
- Location: Melbourne VIC

Technology

Communication

Ethic

Programming

Logical

Goals

- Improve skills in ethical decision-making teamwork and communication in a simulated realistic environment by participating in vocational training courses and playing games

Frustrations

- Lack of sufficient practice opportunities in real life work to improve her skills in ethical decision making and risk management.
- The ethical dilemmas and risk management issues that she may encounter in the workplace cause her to feel uneasy and stressed when making decisions.

Motivation

- Self-improvement
- Enthusiasm and interest.
- Career Development
- Teamwork and communication

Personality

Teamwork

Adaptability

Innovative thinking

Bio

Sophia Clark, 32 years old and married, is a talented software developer with many years of industry experience. She graduated from a top university with a degree in Computer Science and has held key positions at several well-known technology companies. Sophia became interested in a game that simulates a realistic environment, which she hopes will improve her skills in decision making, teamwork and communication. As a software developer, she understands that having these skills is critical to career growth in a fluid technology field.

[Persona] Corporate Trainer

- Age: 37
- Work: Corporate Trainer
- Family: Divorced
- Location: Melbourne VIC

Technology

Communication

Ethic

Programming

Logical

Goals

- Find an innovative teaching tool that combines real-life examples and interactive elements to increase employee awareness and skills in ethics and decision making
- Provide high-quality ethics, corporate governance and decision-making training to corporate employees to help them succeed in the workplace..

Frustrations

- He is focused on his studies and is very unfamiliar with games, and multiplayer games are a challenge for him.
- It is difficult for him to learn the theoretical aspects of ethics

Motivation

- Educational innovation.
- Developing Employee Competence
- Professional fulfillment

Personality

Innovative

Sense of responsibility

Dedicated

Bio

Benjamin Cooper, 37 years old and divorced, is an experienced corporate trainer dedicated to providing ethics, corporate governance and decision-making training to corporate employees. He graduated from a leading university with a background in education and psychology, giving him the knowledge and skills needed to succeed in the field of workplace training. In recent years, Benjamin has begun to focus on educational innovation, looking for a novel approach to teaching that combines real-life examples with interactive elements to increase employee awareness and skills in ethics and decision making. He is always on the lookout for innovative teaching tools that can meet this need to optimize existing training courses and improve their effectiveness.

| Functional Requirements

Versions

Version ID	Date	Editor	Description
1.0	22 Mar 2023	Hongwei XIANG	• Analyse and ensure these requirements are consistent with the scope of the project and completely cover the new capabilities required by the client

V 1.0

Existing Requirements

1. The game must enable up to five students to assume several professions in a scenario modelled after the business world, especially those of a Boeing executive, software developer, pilot, aeronautical engineer, and Federal Aviation Administration (FAA) employee.
2. The game must be created such that players may influence the company's outcome through their choices.
3. The game's goal is to get students thinking about system design's unexpected effects, governance, and ethical implications while also promoting reflective practice.
4. To deliver various results depending on the players' choices, the game must employ decision-making trees.
5. The background information, such as the grounding of Boeing 737 MAX aircraft, the creation of the maneuvering characteristics augmentation system (MCAS), and the reasons for the crashes, must be the basis for the game.
6. Governance, ethics, people management, and other decision-making aspects must be included in the game.
7. The game must be created to be utilised as a teaching tool, both to highlight the intricacy of organisational work and to guide students in thinking through the effects of their choices.
8. To find and fix any errors or problems, the game must be tested on other students.
9. The game has to be created to increase teaching effectiveness and classroom participation.
10. Concentrating on the enjoyment of the game but also having to concentrate on ethics.

New Requirements

1. At the start of the second semester of 2023, the game can be used by lecturers at the University of Melbourne to develop ethical skills with their students
2. The game needs to be hosted remotely so that the users can access it through the Internet using browsers anytime

| Non-Functional Requirements

Versions

Version ID	Date	Editor	Description
1.0	23 Mar 2023	Yu Hsien Chiang	

V 1.0

1. Testing and debugging the previous version of the game to ensure the product is error-free
2. The application needs to be hosted on AWS and accessed by users through web browsers
3. Each game instance should have 5 players
4. The game needs to be able to run multiple instances for different groups of players simultaneously

| Product Backlog

This page contains following directories:

| User Story List

| Story Points Estimation

| Priority Ranking

| User Story List

Versions

Version ID	Date	Editor	Description
1.0	23 Mar 2023	Hongwei XIANG	• prompt used and parts of user stories were generated with chatGPT

V 1.0

Story ID	As	I want	So that	Source	MoSCoW Priority	Size Estimation	Sprint	Achieved
US_001	Student	Play a real-life industry simulation game and play different role,	I can understand what the consequences of different choices would be.	Prompt: Decision-making	Must have	Medium	2	in progress
US_002	Student who interests in playing the role of a Boeing executive.	Make decisions to impact the company's performance	I can better consider the impact of my actions to avoid any negative impact on the company or its stakeholders.	Prompt: user role as Boeing executive, decision-making to avoid negative impact.	Should have	Small	3	in progress
US_003	Student who interests in playing the role of a software developer.	Make decisions that result in the creation of secure and dependable software while taking into account the user's experience, expenses, and time constraints.	So that I can better consider the impact of my actions to further optimise the software.	Prompt: user role as software developer, decision-making to create more safe and reliable software	Should have	Small	3	in progress
US_004	Student who interests in playing the role of an airplane pilot	Make decisions that Although keeping operational effectiveness and financial effects of my decisions in mind, I place a higher priority on passenger and staff safety.	So that I can better consider the impact of my actions to further improve my Professionalism	Prompt: user role as airplane pilot, decision-making to improve professionalism while avoid negative impact	Should have	Small	3	in progress
US_005	Student who interests in playing the role of an aeronautical engineer.	Make decisions that assure the safety and dependability of aviation systems while simultaneously balancing performance, cost, and other technical concern.	So that I can better consider the impact of my actions to assure the safety and dependability of aviation system and avoid any potential negative impacts.	Prompt: user role as aeronautical engineer, decision-making to create safety and dependability of aviation system while avoid negative impact	Should have	Small	3	in progress
US_006	student who interests in playing the role of a Boeing executive.	Understand my duty to the public, the shareholders, and the environment.	so that I can make decisions that are ethical and have a positive impact on society.	ChatGPT Prompt: Ethics, decision-making.	Must have	medium	2	in progress
US_007	game player	Have the opportunity to reflect on my own ethical values and decision-making processes.	so that I can apply them to real-life situations.	ChatGPT Prompt: Ethics	Should have	Large	3	in progress
US_008	game player	Be able to discuss and debate ethical issues that arise during the game with my fellow players.	so that I can learn from their perspectives and opinions.	ChatGPT Prompt: Ethics	Better have	Large	3	in progress
US_009	game player	See the consequences of my decisions on the outcome of the game.	so that I can better understand the impact of my actions in real-life situations.	ChatGPT Prompt: Ethics	Must have	Large	2	in progress
US_010	student	Play a real-life industry simulation game to learn about decision-making in an organisation	so that I can better understand how the real-life industry simulation game operate.	ChatGPT Prompt: decision-making	Must have	Medium	2	in progress

| Sprint Planning
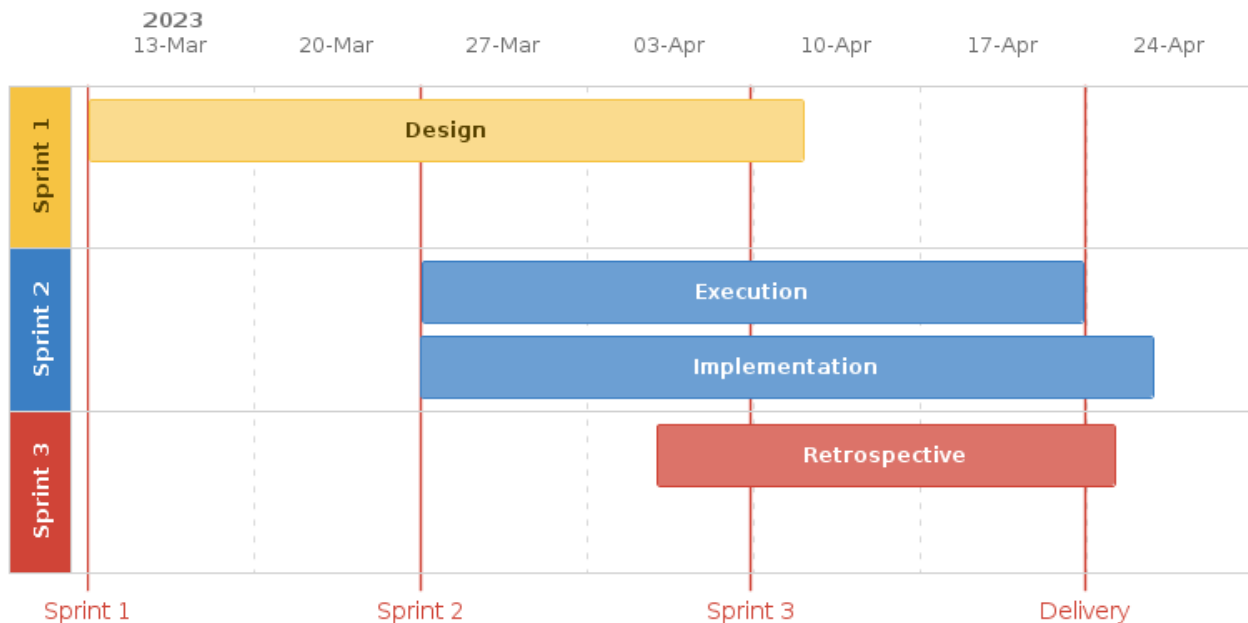
COMP90082-2023-SM1-GE-RedBack Sprint Plan

Deliverable	Sprint 1 (Design)	Sprint 2 (Deployment)	Sprint 3 (Testing and Feature Development)
Sprint size	1 week	2 weeks	2 weeks
Development Approach	Mob-programming (work together as one team): Every members work in real time in different tasks: MM, Personas, User stories, Development environment, Plan, Meetings, Github.	Pair-programming (work together as three groups): First of all, all members are required to participate for AWS deployment tasks. For later development tasks, dev team will split into three groups: Front-end, Back-end and Database.	Pair-programming: From this sprint, dev team will later split one more group: Testing. Other groups will help to come up with any scenarios to trigger bugs for smoothly testing process as well. Later, the groups will provide additional features if time allowed.
Development experience	• Collaborate as one team • Go through project requirement • Scrum master to organise stakeholders meeting • Assign roles and different tasks • Develop a project plan and Sprint 1 documentation	• All members join deployment tasks • Three little groups developing for different areas • PR Review, each sub-team will and must review at least one code from other sub-team	• Testing group mainly focus on trigger any errors and report them as tickets • Fix any bugs or issues found during testing • Front-end group need to double-check documentation • Back-end and Database groups need to double-check deployment guideline, Github, DB • Every members need to double-check final release on Github
Must-Have	1. MM 2. Personas 3. User stories 4. Development environment 5. Plan 6. Meetings 7. Github 8. Confluence 9. Trello	1. Project Documentation 2. Confluence updated 3. Trello updated (tickets) 4. Deployed application to AWS infrastructure 5. Version Control and PR Review	1. Tested and debugged application 2. Documentation on testing and debugging 3. Additional features added to the application 4. Improved user experience 5. Handover checklist
FOCUS	1. What is this project about? 2. How are we developing this software solution to meet client requirement? 3. What tools are we adopting in our project?	1. What AWS services should we use? 2. Are we on track and fix up the tickets on time? 3. Should we do some simple testing on this sprint?	1. Do we meet all client's requirement? 2. If no, why and how we fix it? 3. If yes, self reflection what we have learn?

☐ Sprint 1: 1 | Sprint1 (20/Mar - 26/Mar) **13 Mar 2023** - **26 Mar 2023**

☐ Sprint 2: 2 | Sprint2 (27/Mar - 09/Apr) **27 Mar 2023** - 09 Apr 2023

☐ Sprint 3: 3 | Sprint3 (10/Apr - 23/Apr) 10 Apr 2023 -23 Apr 2023

This page contains following directories:

	Workload & Timetable
1	Sprint1 (20/Mar - 26/Mar)
2	Sprint2 (27/Mar - 09/Apr)
3	Sprint3 (10/Apr - 23/Apr)

| Workload & Timetable

MELBOURNE
WEATHER

17 °C
broken clouds

Fri	Sat	Sun	Mon	Tue
21 °C	19 °C	19 °C	18 °C	19 °C
16 °C	14 °C	13 °C	15 °C	16 °C

Project Due

5w 22h 48m 13s

New	**March 2023**	< Today >	Month Week Day Agenda

	20 Mon	21 Tue	22 Wed	23 Thu	24 Fri	25 Sat	26 Sun
8:00		Sam_tutorial					
10:00		COMP90042_Tutorial1_Andy_P	LZF	COM 0042	comp 0042	comp90051_tiber	
			CO co bo S MP mp an a	COM 0042 Sa m_l			
12:00				COMP90087_Lec	bohan		
			CO co bo LZ S MP mp an a				
14:00		bohan	comp90 bohan tiber				
	COMP90051_tiber	COM comp Sa 0042 0042 m_l	COMP90024_Lecture1_Andy_P AR-Sidney Myer Asia Ctr-B02 (Carrillo				
16:00					GEOM90008_P1		
	ISYS90039_Lecture	COMP9 bohan _Tutoria	comp90042_tiber	bohan			
18:00			bohan				
	ISYS90039_Tute1						
20:00							
22:00							

1 | Sprint1 (20/Mar - 26/Mar)

Duration	1 week
Goals	Priority: 1 — Identify project requirements
	Priority: 1 — Develop a project plan and sprint backlog
	Priority: 2 — Define the technology stack and development environment
	Priority: 2 — Design several user stories or user cases
Tasks	• Conduct stakeholder meetings and gather requirements • Understand game mechanics and rules • Determine decision tree structure
Deliverables	• Project plan and sprint backlog • Technology stack and development environment documentation • User stories or user cases mockups

2 | Sprint2 (27/Mar - 09/Apr)

Duration	2 weeks
Goals	Priority: 1 Deploy the software application to AWS infrastructure Priority: 2 Configure server environment Priority: 3 Test deployment and integration
Tasks	- Set up AWS infrastructure - Run the application before first time deployment - Deploy the application to AWS infrastructure - Configure addition AWS services if needed - Monitor and optimise application's performance
Deliverables	- Documentation on AWS infrastructure - Deployed application to AWS infrastructure

3 | Sprint3 (10/Apr - 23/Apr)

Duration	2 weeks	
Goals	Priority: 1	Conduct testing and debugging to ensure the software is functioning properly
	Priority: 2	Add new features to the application as needed or refine existing ones
	Priority: 2	Conduct user acceptance testing
	Priority: 3	Document the software and its features
Tasks	- Open tickets when software is not working - Fix any bugs or issues found during testing - Improve user experience as needed - Conduct further testing	
Deliverables	- Tested and debugged application - Additional features added to the application - Improved user experience - Documentation on testing and debugging	

| Game Design

This page contains following directories:

| Decision Tree Design & Implementation

| Characters & Scenarios Design Documentation

| Interaction Design Plan

| Decision Tree Design & Implementation

| Characters & Scenarios Design Documentation

| Interaction Design Plan

| Development

About

This page is dedicated to listing important decisions, as well as their outcomes, made by one or more stakeholders in the project.

New Page

| Code Review & Continuous Integration

| Coding Standards & Best Practices

| Architecture Decisions

| Tools and Technologies

Priority of things

| Tools and Technologies

Our Project Requires:

Status	
Stakeholders	Client: Mauro Mello Jr
Outcome	(see stack table below)
Due date	10 Mar 2023
Owner	

Outcome:

Stack	Choice
Frontend	VUE.js
Backend	Node.js
Database	MogoDB

Note: More languages will be updated after complete negotiations and discussions are done by the team along with the Client and his technical team.

Currently,The team is involved in testing and validating the system produced by previous Unimelb team, to verify if the system is reliable for extend-ability.

Color	Description
Red	No experience
Yellow	Partial experience
Green	Reasonable experience

Stack	Frontend								Backend						Database		
Tools/Technologies/Languages	JavaScript	CSS	HTML	React	Vue2	Vue3	SASS	Angular	Node.js	Java	Python	C	C++	C#	MySQL	PostgreSQL	MongoDB
@ Quechen Yang	Green	Green	Green	Red	Green	Green	Red	Red	Green	Red	Green	Red	Red	Red	Green	Red	Green
@ Yu Hsien Chiang	Yellow	Yellow	Red	Red	Red	Red	Red	Red	Green	Green	Green	Green	Yellow	Red	Green	Red	Red
@ BoHan ZHANG	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Green	Green	Red	Red	Green	Green	Green	Red	Red
@ Hongwei XIANG	Yellow	Yellow	Yellow	Red	Red	Red	Red	Red	Yellow	Green	Green	Green	Green	Green	Yellow	Red	Yellow
@ Zhuofu LIU	Green	Green	Green	Red	Red	Red	Red	Red	Yellow	Green	Green	Red	Red	Red	Green	Yellow	Yellow

| Coding Standards & Best Practices

| Code Review & Continuous Integration

| Architecture Decisions

| Testing

This page contains following directories:

| Test Cases & Plan

| Automated Testing Implementation

| Test Cases & Plan

| Automated Testing Implementation

| Deployment & Release