

INTERACTIVE GAME CONSOLE



TEAM 28

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OUR TEAM

PRODUCT CONCEPT

We are thinking on making an Interactive Game Console(IC) - which will have a simple user friendly menu and a few games from which the player/s can choose. Players will be able to use, play on it with touch and motion sensors connected to the raspberry. We are planning on using Python to implement this.



SCOPE AND MOTIVATION

SCOPE

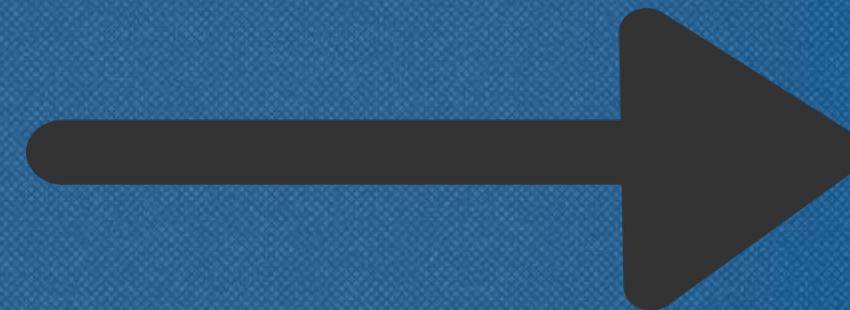
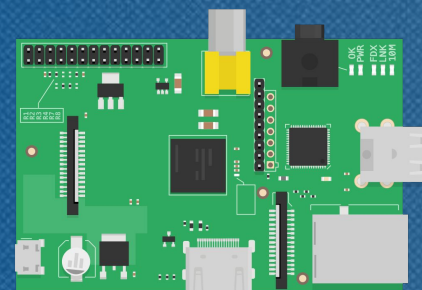
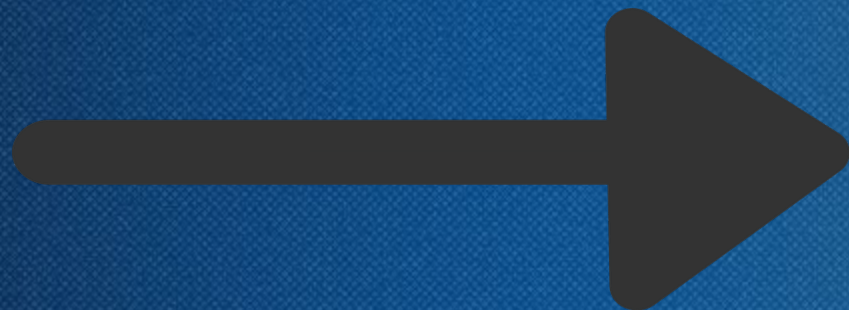
We strive to make a console, which has a user interface in which the user can select the game they want to play as well as adjust some settings. The scope of our project will be making the user interface and creating a few games.

MOTIVATION

We want our users to experience retro gaming through modern means of interaction. The Raspberry Pi will allow them to experience the classics on their laptop and we hope that this will motivate them to make their own retro games and add them to our console.

PROJECT REQUIREMENTS

- As a player, I want to be able to pause a game.
- As a player, I want to be able to restart a game.
- As a player, I want to be able to choose from different games.
- As a player, I want to be able to interact with a user-friendly interface.
- As a player, I want to be able to navigate through the interface.
- As a player, I want to be able to see the rules and controls of a game.
- As a player, I want to be able to use touch and/or motion sensors to play the games.
- As a player, I want to be able to change settings in the IC.



PLANNING

SPRINT 1

- Create user stories + epics
- Brainstorming sessions
- Analyzing options and deciding on requirements

SPRINT 2

- Designing the product
- Create user interface
- Finalize mockup
- Have at least one working game ready

SPRINT 3

- Improve product even further by adding complexity and make changes based on received feedback

SPRINT 4

- Writing final documentation
- Apply finishing touches
- Fix bugs
- Testing

SPRINTS AND RELEASES



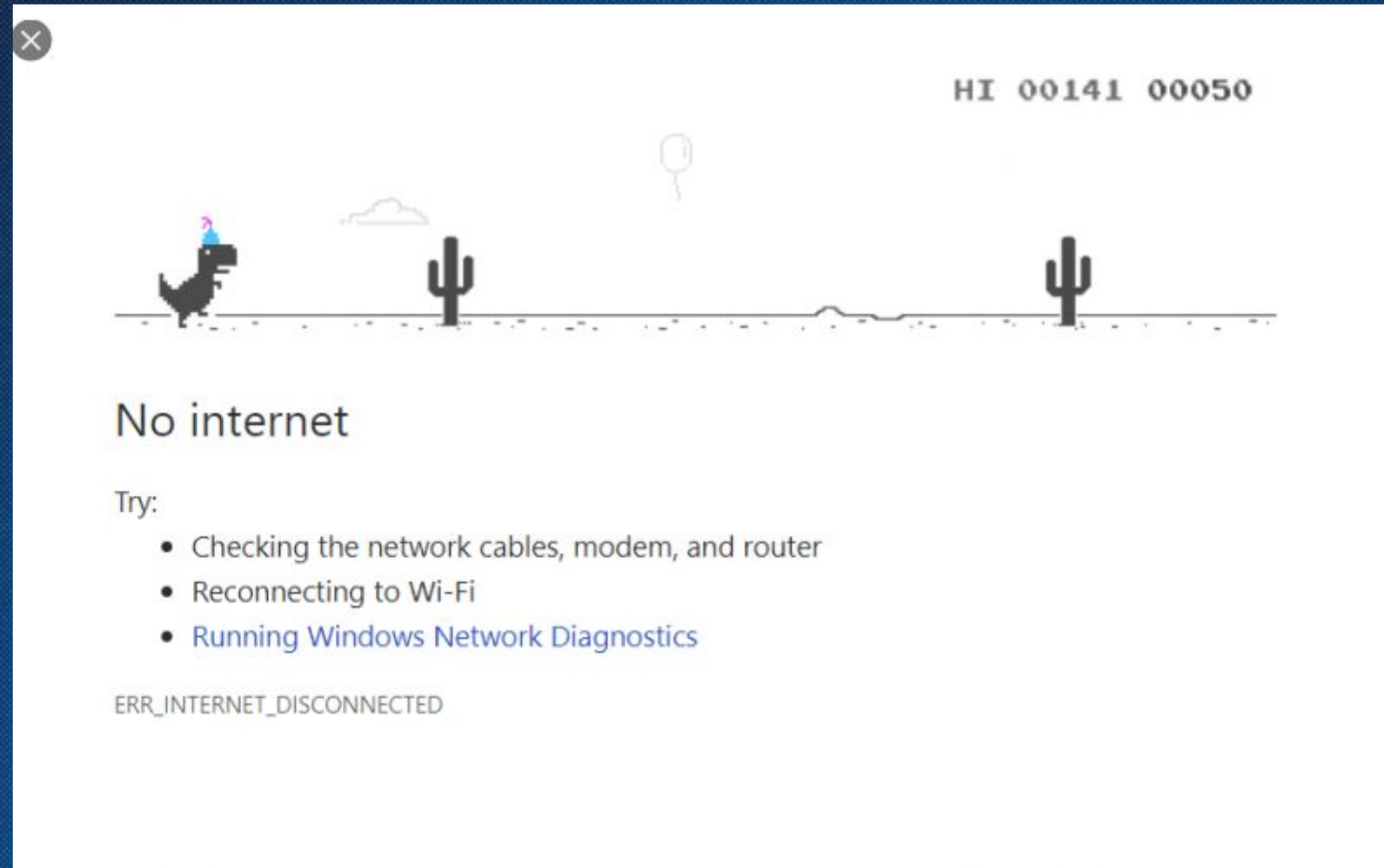
TASK DIVISION

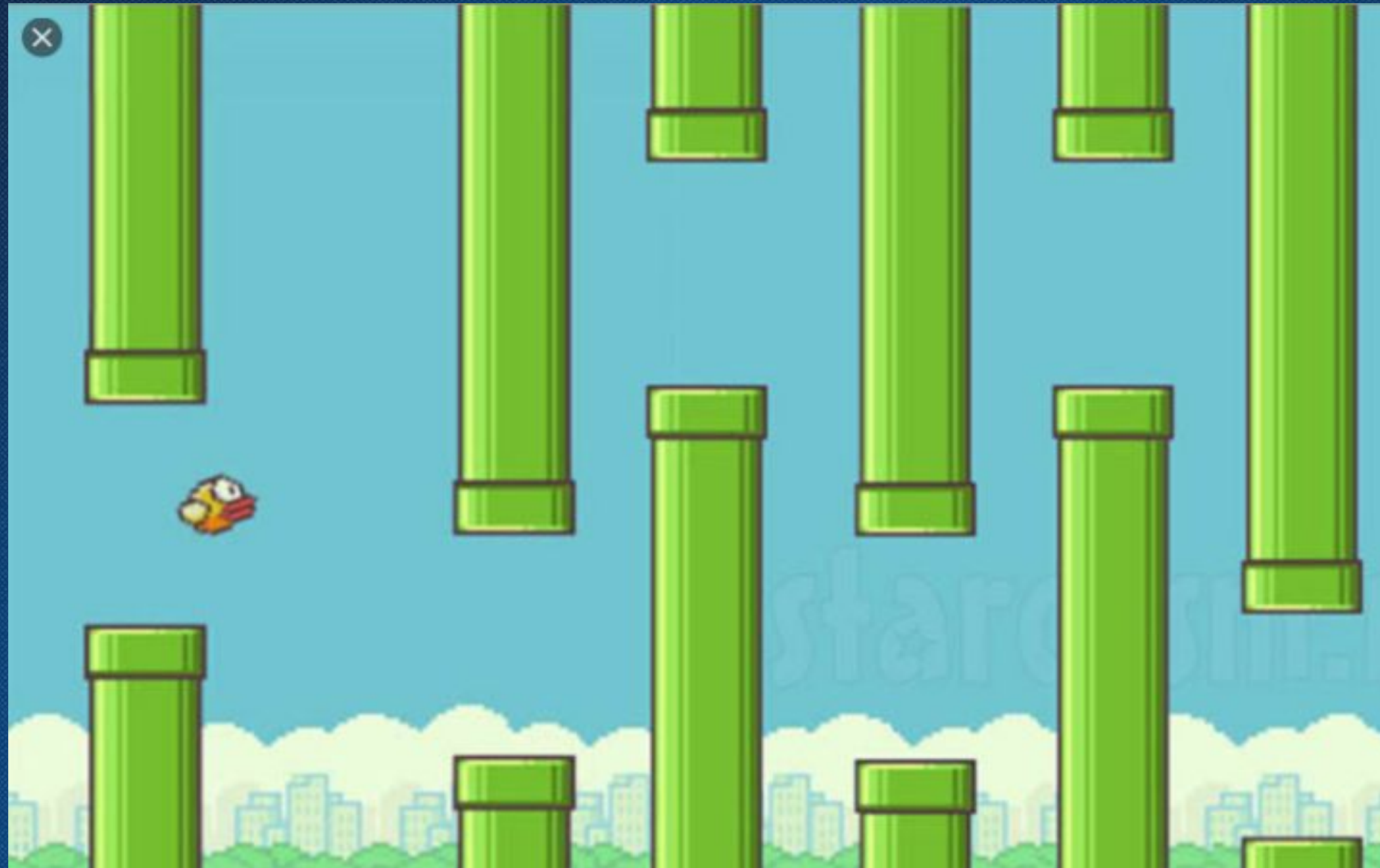
User Interface for console : All members will work together

Games for console : We will be making around 3 - 4 games, 1 game will be made by a pair of two members.

Sprint Retrospective : We will have meetings after the sprint reviews in which each one of us will reflect on the quality of the work and the accomplishments and plan the future developments and improvements.

Example of games we will have on our console







TEAM COMMUNICATION

How meetings are structured?

- Constant communication through the means of Discord/Zulip
- Punctuality is important and cooperation needs to be on point
- Every member of the team needs to contribute and showcase what he has done since the last meeting
- Possible problems are solved by teamwork and mutual support
- Every team member gets the chance to be the scrum master

THANK YOU!

ANY QUESTIONS?