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RE: Course

From: **James Millard** (jamesmillard@outlook.com)
Sent: Wednesday, 1 July 2015 7:03:59 PM
To: **Andrew Vella** (andrewvella10@yahoo.com)

Hi Andrew,

Thanks for the confirmation. I'm actually going back to the first game now, but you've already QA'd that so no need to again. Basically I was having trouble getting it online, but I also prefer the first version now. It has the multiple files, the CPU controlled opponent paddle and showcases more of the skills I learned in the course. Plus the openisn screen isn;t an issue now as theres a separate page on the website I have to do about how to play which is pretty much what the front screen of the second version of the game did. So yeah! All good!

Thanks for all your help, I may ask for one final confirmation of the online version once its all done, but in a rush to submit assignment so no hurry on that :)

J

Date: Tue, 30 Jun 2015 06:02:34 +0000
From: andrewvella10@yahoo.com
To: jamesmillard@outlook.com
Subject: Re: Course

Hey J, Sorry didn't get back to you. Second game is good and the coding all looks fine to me.

On Monday, 29 June 2015, 19:27, Andrew Vella <andrewvella10@yahoo.com> wrote:

No worries, goign to have dinner now so after. You work on getting it online! Or the trello board/project plan for that matter!

On Monday, 29 June 2015, 19:26, James Millard <jamesmillard@outlook.com> wrote:

Second version of the game is up!

So I forgot to mention there are other differences with this game. There's the opening

splash screen as I mentioned, but this game is also properly 2 player now, different keys for the two paddles! I've also added more sound effects. Music doesn't really work with Pong (i found it distracting) so I have a variety of sounds for different bounces now. Gives the game a little extra depth I feel :)

From: jamesmillard@outlook.com
To: andrewvella10@yahoo.com
Subject: RE: Course
Date: Mon, 29 Jun 2015 19:19:03 +1000

Yay! fab thanks Andrew :) I'll load thesecond version up now for whenever your ready :)

Date: Mon, 29 Jun 2015 09:18:24 +0000
From: andrewvella10@yahoo.com
To: jamesmillard@outlook.com
Subject: Re: Course

Ok J, checked and that version of the game is fine. Its the same as when I saw it Friday so all good.

On Monday, 29 June 2015, 18:56, Andrew Vella <andrewvella10@yahoo.com> wrote:

lol - you do like your long emails don't you?! Don't worry I'll check both versions of the game this evening. I'll go do the first one now seeing as I've already seen it!

On Monday, 29 June 2015, 18:54, James Millard <jamesmillard@outlook.com> wrote:

Hi Andrew,

How's it going? Thanks for your help with the code over the weekend and helping me get to the first working copy! I've put that draft on github now but need you to confirm its ok QA-wise. I basically want this as a audit trail of the work we've done.

Once you've confirmed that OK I'm going to upload the final version of the game I've created (at least I hope its the final version!).

NOW BEWARE! lol The final version I'm going to load up is actually very different from the first one we've created!!! Basically it only has two js files now. After we caught up I tried putting an opening splash screen on the game with instructions on how to play the game, but no matter how hard I tried I couldn't get it working. I was trying FOR HOURS!!!!!!

So I kinda started again from scratch. The only way I could get the splash screen to work was by going back to my original Asteroids game (which only had the two index and main js files) and using that code. Was the only way I could think to do it in the time I have left!

Its not ideal because I wanted the assessors to see the code I wrote with multiple js files rather than this more simplistic one. But this one works better and meets the brief of the assessment. Even though the original showed off more of the skills I learnt in my second assignment, this latest version is more like the first assignment.

So yeah, that's why I want you to QA approve the first game as well as the latest version so the assessors can go back to previous versions if they want and see the skills I used for that assignment and see its been done in collaboration every step of the way with you.

Anyway, this email is getting too long. In brief, I need to approve version 1, then version 2 of the game (please check properly don;t just say ok). I can then get cracking on putting the assignment online as the final step! :)

Thanks! Jx

Date: Wed, 24 Jun 2015 10:29:03 +0000
From: andrewvella10@yahoo.com
To: jamesmillard@outlook.com
Subject: Re: Course

Sure thing J, will check what you've done. Maybe not tonight though, you work on fixing the code!

On Wednesday, 24 June 2015, 20:27, James Millard <jamesmillard@outlook.com> wrote:

Thanks for the trello updates! I have more news though, part of the assignment is about me publishing the game online with website links to instructions and things like that. Sorry I know this seems like I'm asking for more and more but i didn't know this was going to be part of the assignment. Don't worry I'll do ll the trello board update and add the QA online game part for you. Really after you've checked my built game on github it'll just be you going to the website to make sure its there so not much mroe at all :)

On the plus side I've been beavering away and have a first build of the game... slightly struggling with a debugging error '\$ is not defined'. Not sure if its not declared as a variable or if \$ means something else in programming and its soemthing completely different! Either way can you check all of my game coding? All the separate js files are there and the sound file (just a basic beep for the ball bouncing around). Just let me know if there are any glaring errors other than the \$ not defined thing. Any other general comments good....

I'll upload to github now and do the trello stuff....

Thanks!

Date: Wed, 24 Jun 2015 10:01:00 +0000
From: andrewvella10@yahoo.com
To: jamesmillard@outlook.com
Subject: Re: Course

On Monday, 22 June 2015, 20:51, Andrew Vella <andrewvella10@yahoo.com> wrote:

No worries, I'll update trello but thats it for tonight. Tired!

JS file explanations make sense.

On Monday, 22 June 2015, 20:50, James Millard <jamesmillard@outlook.com> wrote:

Hey, yeah sorry shoulda said. Changed my mind... 'game' and 'pong' run and draw the game so replace the 'main' js file.

Entity.js is just there as a placeholder for now. I'm thinking of having the second paddle automatically moving so that's what entity is for.
Almost like an enemy.js file. All so you get the 2 player mode in this.

I'll update the trello board with this... Think project plan is ok to keep as is, it doesn;t specify file names... just describes elements in the game instead :)

CAN YOU DO ME ANOTHER FAVOUR PLEASE :)))))) Can you go in and update the trello board in a bit with some QA approver comments from you. Want to demonstrate we're collaborating by both contributing. Nothing fancy... just "checked and ok" comments.

J :)

Date: Mon, 22 Jun 2015 10:41:26 +0000
From: andrewvella10@yahoo.com
To: jamesmillard@outlook.com
Subject: Re: Course

Much better! Good project plan and diagrams! Didn't read closely but you can put a big QA approved tick next to project plan seeing as we have to go back to it regularly anyway.

Checked the index file too, what are the pong, game and entity js files? They don't match your your Trelo board! And no main js file listed in the index either.

Ta!

On Monday, 22 June 2015, 19:09, James Millard <jamesmillard@outlook.com> wrote:

Thanks Andrew,

Sorry here too! I've been working on the project plan and incorporated your feedback for the most part. More notes about 1/2 player, sub-headings to make it clearer and break it up, I've also put more techy stuff up. Not everything you said though as still designing the game and working on my code so not sure what to write until I've worked out the direction I'm going with the game. But I have put a snazzy workflow UML diagram in for you :)

I'm going to upload it to Github in about 20 mins if you'd like to check it again. I'm also going to put the index file up for the game as that's all I'm comfortable with atm. Yes I'm falling behind but I'll make it up tomorrow! I'm also going to update the trello board with your notes and confirm its been checked...

Link again for you to check is:

<https://github.com/Jamkins/Assessment-3---PONG-GAME>

Thanks!!!

On Friday, 19 June 2015, 16:08, Andrew Vella <andrewvella10@yahoo.com> wrote:

Hey J,

Sorry for delay. I've checked your project plan and think it's very good. But I do have a few dot points for you:

- Your plan is currently just a wall of text, more like a brain dump. You need to break it down in different sections and put sub-headings in more.
- you mention one payer mode, how will this work with Pong as a two player game? I'm guessing CPU controlled paddle but you should specify this.

And the big one:

- You describe the game in plain English a lot but you don't actually say how you're going to build and code the game. Shouldn't your project plan be technical as well as in plain English? For example, say how your going to code the ball movement by calculating speed and direction.

Trello Board is good too. But:

- Do you need to have QA of every step as a separate card. Instead of 'Make paddle' and 'QA paddle' cards separately just have one 'Make and QA paddle' card.

Thanks,

A

On Wednesday, 17 June 2015, 20:39, Andrew Vella <andrewvella10@yahoo.com> wrote:

No worries, will check and get back to you tomorrow

Sent from iPhone

On Wednesday, 17 June 2015, 20:36, James Millard <jamesmillard@outlook.com> wrote:

Great! OK I've already drafted a project plan and created the Trello board so if you want to go check that would be awesome!

I've added the project plan to the Trello board under the project plan tab. I recommend reading that then checking how it matches up to the Trello board.

Oh I should also say my assignment is being uploaded using a website called GitHub. The project plan is also there but when I start building the game it will be uploaded there for you to check. Link is:

<https://github.com/Jamkins/Assessment-3---PONG-GAME>

I'll walk you through how to check the game when we get to that part :)

Thanks so much for this, really appreciated!

J x

Date: Wed, 17 Jun 2015 10:15:59 +0000
From: andrewvella10@yahoo.com
To: jamesmillard@outlook.com
Subject: Re: Course

Hey J, All good let me know when to go check things for you.

Sent from iPhone

On Wednesday, 17 June 2015, 19:38, James Millard <jamesmillard@outlook.com> wrote:

Hey Andrew,

How's it going? Ok so as discussed I need you to help me with the next assignment on my course. Basically the assignment is to develop a small discrete game using the skills we've learned so far in the course. I've decided to create a version of pong.

However its not just a programming assignment, it's also a project management one where I need to demonstrate that I can work with other people in the development process. Soooo, that's where you come in!

Given that I'm the student I'm going to be responsible for building the game but I need to work with you at all stages through developing the game. What I'm thinking is that you take a QA role. I know you have basic coding/java script skills so that's probably at the same level as my course (certificate 2) for you to QA the code as I put the game together.

But I'll also need you to QA the project management stuff. So I'm thinking that will mean you QA my project plan too, and check that were meeting milestones and anything else along those lines. I've also just added you to my trello board so check your email as you'll have an invite to that :) Trello kind of a really simple project planning tool, don't know how to describe it exactly but its like the screen is an online version of a pin board that your pinning notes on of the things you have to do while building the game. You can then move those notes around as you complete/change things. Just go have a look at the invite I sent you and you'll see :)

Erm, I think that's all for now... Let me know if that all sounds fine to you, shouldn't take a huge chunk of time from you, just check things and say yes or no. And give feedback where you want.

Oh and I need to submit my communications as part of my assignment so watch you language in these emails! Send separate emails for personal stuff.

Thanks!

James

