Hi My name is Jacob and I’ll be showcasing my Monster Hunter Journal Application.   
I recently received Monster Hunt Rise for my Birthday and I’ve been having a blast with it.

For those of you unfamiliar with the Monster hunter series it’s a game where you use over-sized weapons to hunt equally over-sized monsters.

I’ve been having a lot of fun but sometimes it’s hard to keep track of all the numerous monsters in the game and remember how to counter their various attacks. Does this one shoot fire from it’s mouth? Does this hide in the corners of caves?

This is where my application comes in. The app lets you and your friends record all your hunt attempts on various monsters. Which means you can compare times or check on monsters to see how best to combat their various moves.

I will quickly run through one such scenario where I want to record a new hunt and then later compare the newest hunt with those of fellow hunters.

{Add a lesson learnt at the end}

Graphical user interface, text, application

Description automatically generated

Throughout our projects we used Agile. More specifically we utilised the scrum methodology. This consisted of creating Kanban boards that we used to manage our projects, incremental development which mean we always had a demo-able application from the earliest possible stage, and this was all accomplished with daily sprint planning, reviews, and retrospectives. Now I will pass it onto Chris.