Developers Journal

ORBliteration

# Pre-Production Phase

## Requirements

* Game Design Document
* Technical Design Document
* Alpha Sprint Backlog
* Product Backlog
* Pre-Production Phase

## 31 July 2015

### Scrum Meeting:

N/A

### Tasks:

* High Concept Document
* Concept pitch Presentation
* Decide on Scrum master
* Decide on organisation tools

### Update:

The High Concept document was completed. We then presented our concept pitch. It was a successful pitch as we were given the Go-Ahead to move onto the Pre-Production phase of our project – ORBliteration.

It was decided that that for the Pre-production Phase that J. Griffith Will assume the task of Scrum Master. The use of Trello alongside the Wall would be used to organise the team’s production.

## 4 Aug 2015

### Scrum Meeting:

J. Griffith led today’s Scum meeting and it was decided to start writing up the Game Design Document. First we made a decision to follow the template from Iron Belly Studios to create the GDD, and follow up with the guidelines given to us. After which sections of the GDD were delegated to each team member to complete.

### Tasks:

* Write the GDD

### Update:

Initially we split up the sections of the GDD and each team member worked on them. When a member had finished there section they would help another team member with theirs.

Once completed we added each section together and as a team we edited it to create a flow and concurrency with in the document, as well as correctness.

## 6 Aug 2015

### Scrum Meeting:

J. Griffith led today’s Scum meeting and it was decide that we needed to get our GDD approved by the product owner – Asma Shakil. So we emailed A. Shakil to go over the GDD.

### Tasks:

* Get Approval on GDD from product owner

### Update:

A. Shakil had a look at the document and gave us the following advice on how to edit our GDD.

* Add in a table of changes
* Format heading to include numbers to clearly show sub headings
* Remove target platform and add it to the TDD
* Move Visual/Audio style heading to the assets heading.
* Rename “Starting Out” to “Game stages”
  + Augment by adding images
* Add super heading “Game Play” and move mechanics section to it.
  + Also put Heading “Game Play” before “Game stages”
* Add supper Heading of “Game Design” for “Game stages” and “Assets”
* Add Summary at the end
* Think about adding taught/untaught mechanics

## 7 Aug 2015

### Scrum Meeting:

J. Griffith led today’s Scum meeting and it was decided that a tech Demo or prototype was needed. So a basic implementation of the balls hitting into each other and knocking each other off a platform. The platform will also need to be decreasing in size over time. Power ups were deemed unnecessary at this point. It was decided that Unity was going to be used to create the prototype.

### Tasks:

* Tech Demo/Prototype
  + 2 Players (Local)
  + A surface that decreases in size over time
  + Player movement that was based on acceleration
  + A collision between players that caused a transference of force
    - i.e. when a player knocked the other it would go flying

### Update:

Due to the simplicity of the required prototype, and the ease of using Unity. As a team we used one machine to create the prototype.   
The prototype was completed with basic gameplay and had all 4 requirements. Creating the prototype taught us a few things about what we could be facing in the future when creating the actual game. Such as;

* The Size of players to play surface
* The balancing of the acceleration speed
  + so that it’s not too fast to be unplayable, but fast enough to notice a speed increase
  + Also to have less control when going very fast.
* The Force imparted when colliding will be an interesting challenge to overcome as well

## 11 Aug 2015

### Scrum Meeting:

J. Griffith led the meeting and it was decided that we need to complete the GDD with advised changes. As well as get started on the Technical Design Document (TDD).

### Tasks:

* Update GDD
* Begin Work on TDD

### Update:

We had started out with implementing the changes to the GDD, which did take longer than initially anticipated but we had completed the changes. We also went through the document multiple times editing the GDD continuously to give the document flow and continuity.

At which point we then started work on the TDD. We focused on implementing the coding standards and basic bullet points structure for the document.

## 18 Aug 2015

### Scrum Meeting:

J. Griffith has done a bit of research on how to implement the fonts with in the game, and realised that we needed to change the way we do the fonts. This needed to be shown with in the GDD, and therefor GDD needed to be updated. During the week we discovered that the burn down charts along with the alpha sprint back log was needed for this phase as well. The day will be used to get started on these tasks as well as continue with the TDD.

### Tasks:

* Update GDD
* Continue Work on TDD
* Create Back Log
* Create burn down Chart

### Update:

Started out with editing the GDD accordingly to the change in how we are planning on implementing the fonts in the game. The Burn down chart was created along with a template to use for future burn down charts.

The User stories for the product back log were started. We got a number of them written down, but have not yet added them to the back log itself.

Continued work on the TDD. A large chunk of the TDD got completed though questions arose to the correctness of the document, so it was decided to get advice on how to continue and complete the document.

## 21 Aug 2015

### Scrum Meeting:

We held a quick meeting, to focus the team back onto the task at hand. Which was to continue work on the TDD and product back log. We also had a meeting with A.Shakil regarding a few sections in the TDD. According to the meeting we were on track with our TDD. Regarding the TDD it was decided to focus on getting the flow charts done

### Tasks:

* Continue Work on TDD – Focus on the flow charts
* Continue Work Back Log

### Update:

The product back log was completed with little problems. Next Tuesday we will decide the ordering of the back log as well as the Alpha One Sprint backlog.

Majority of the flowcharts required by the TDD were completed. The main game loop and its sub systems are the only flow charts left.

Minor Edits to GDD to make sure it was formatted correctly.

## 25 Aug 2015

### Scrum Meeting:

In today’s Scrum meeting it was noted that this is the final week for the pre-production phase. Therefore the TDD and Back Log needs to be completed today. Then from the product back log we need to decide the alpha sprint back log from it. Then once those are completed we need to come up with a presentations for the pre-production phase

### Tasks:

* Finish TDD
  + Flow Charts
  + Acceptance Test plan
* Finish product Back Log
* Create Alpha sprint Back Log
* Create Pre-production Presentation

### Update:

The team worked long and hard and managed to complete all required documents for the preproduction phase. We then when onto preparing a presentation to show how far we have come with the project and what our plan for the next phase was.

Alpha Sprint One Phase

# Production Phase - Alpha Sprint One

# Requirements

* The Updated Game Design Document
* The Updated Technical Design Document
* The Updated Product Backlog Sheet
* Alpha Sprint 2 Backlog
* Product Source & Release

# 15 Sep 2015

## Scrum Meeting:

In today’s Scrum meeting lead by Callan Moore as the new Scrum master, we came together to discuss the required tasks for this Phase. After which the tasks were then delegated out to each person. The tasks were discussed in great length to make sure each person knew what they needed to accomplish as well as the order that they needed to be completed in. In the end it was split up fairly and logically in such a way that the required task for each step would be completed before the next person would need to it for their tasks.

First tasks was to decide on whose current frame work we will be using. Since most of the graphical components fell on Callan and Jurran, a combination of their frames works was decided on. So they would start the day working on combining the two frameworks as needed.

The tasks that befell on me at this included the following:

* The physics system
* The game pad input system
* The player game mechanics
* The multiplayer system (including the multiple input controls)
* The Win/Loss states

The rest of the tasks were split up between Jurran and Callan Accordingly (For more info on their actual tasks see their development journals)

The first task that I need to complete is the game pad input system so today will be dedicated to getting started on that.

## Tasks:

* Research and implement the Game Pad input system

## Update:

I have had quite the successful day

I decided to handle the Xbox 360 controller input using the built in DirectX XInput. I was able to find very useful information and examples online on how to implement XInput in order to handle input from an Xbox 360 controllers.

I spent the first half of the day creating a class to hold the gamepad input functionality. This was done in my own frame work as the team were still busy merging their frameworks to create our team frame work.

The timing of finishing up the input class could not have been better as Callan and Jurran were able to have a roughly merged Framework ready for me to add the gamepad input class to the teams frame work.

After adding the gamepad input class to the frame work I then proceeded to test its functionality, making sure that I was able to read an Xbox controller. The framework already had a smaller cube rendered on top of a larger cube