CME QUEST ADVENTURES

First Iteration

By Jared Bowman, Jack Carthew, Justyn Fox, Ethan Hooper, and Micah Harker

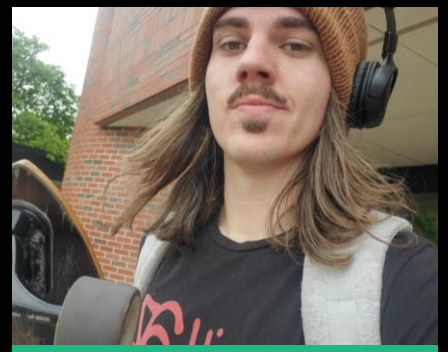
MEET OUR TEAM

JACK CARTHEW

JUSTYN FOX

ETHAN HOOPER

JARED BOWMAN



MICAH HARKER

OUR CLIENT(S)

STANFORD UNIVERSITY

KURT SNYDER
CME Executive Director

LANI MATSUMURA
Instructional Designer

WHAT IS CME QUEST ADVENTURE?

This game is for people wanting to expand their knowledge in CME Stanford University.

It's suppose to take you around an office space, solving **mysteries** and minigames to proceed.

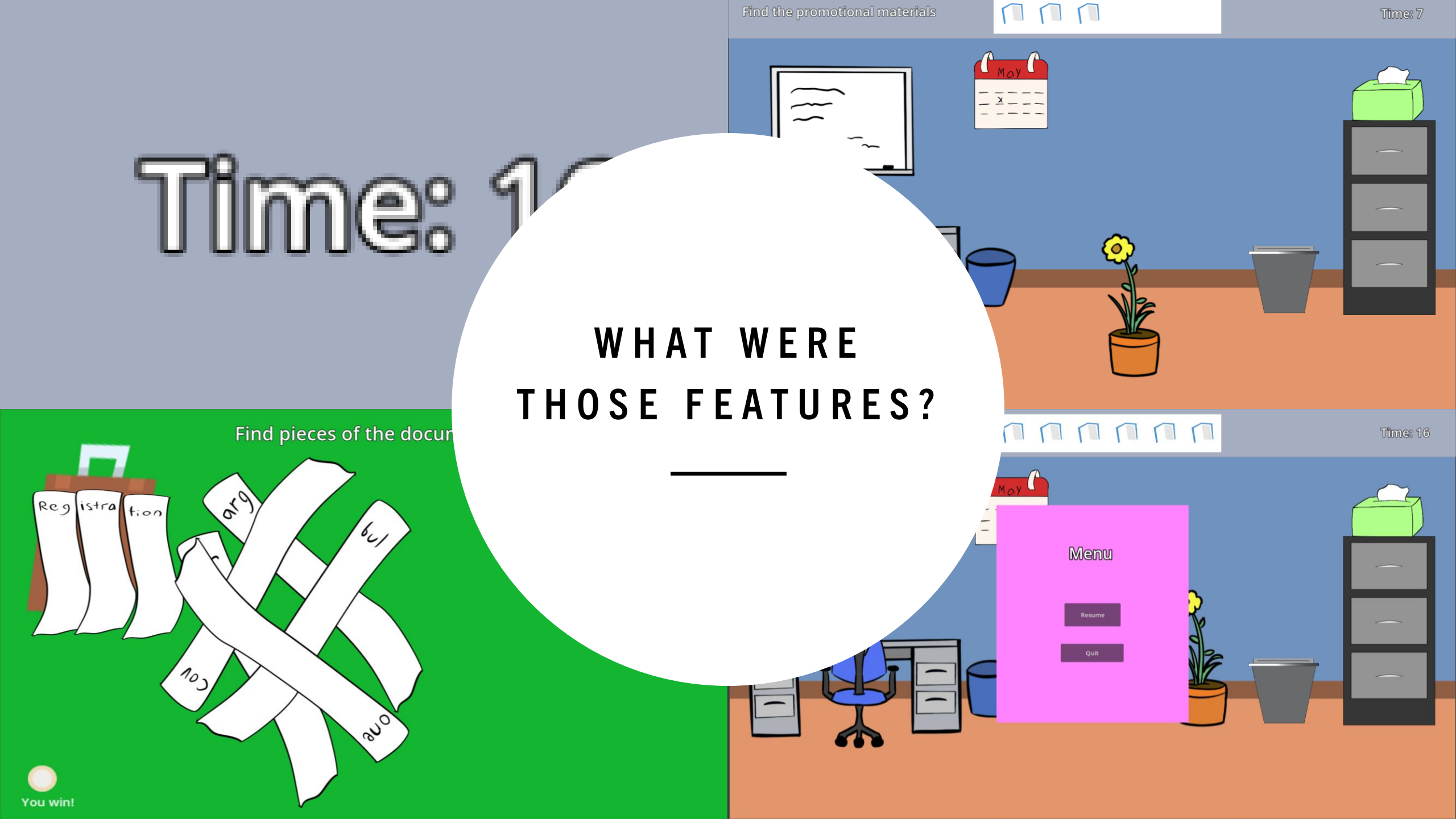
If you finish the game, you will receive a score

CLIENT FEEDBACK (FOR ITERATION 1)

- Lani was quite happy with our progress and pleased to hear our future plans for how the later iterations will proceed. Her main feedback was that she wanted more puzzle variety.

MENTOR FEEDBACK

- Hunter was pleased with our progress, and he thinks we are on the right track with focusing on functionality for the first iteration.
- He was able to contact his past classmates about another group that was developing a game in the past and provided insightful advice.
- Said we should focus on the software design going into the next iteration.
- Gave us resources on online escape room ideas to implement into our software, and board game escape rooms that could be used as ideas for our next iteration.



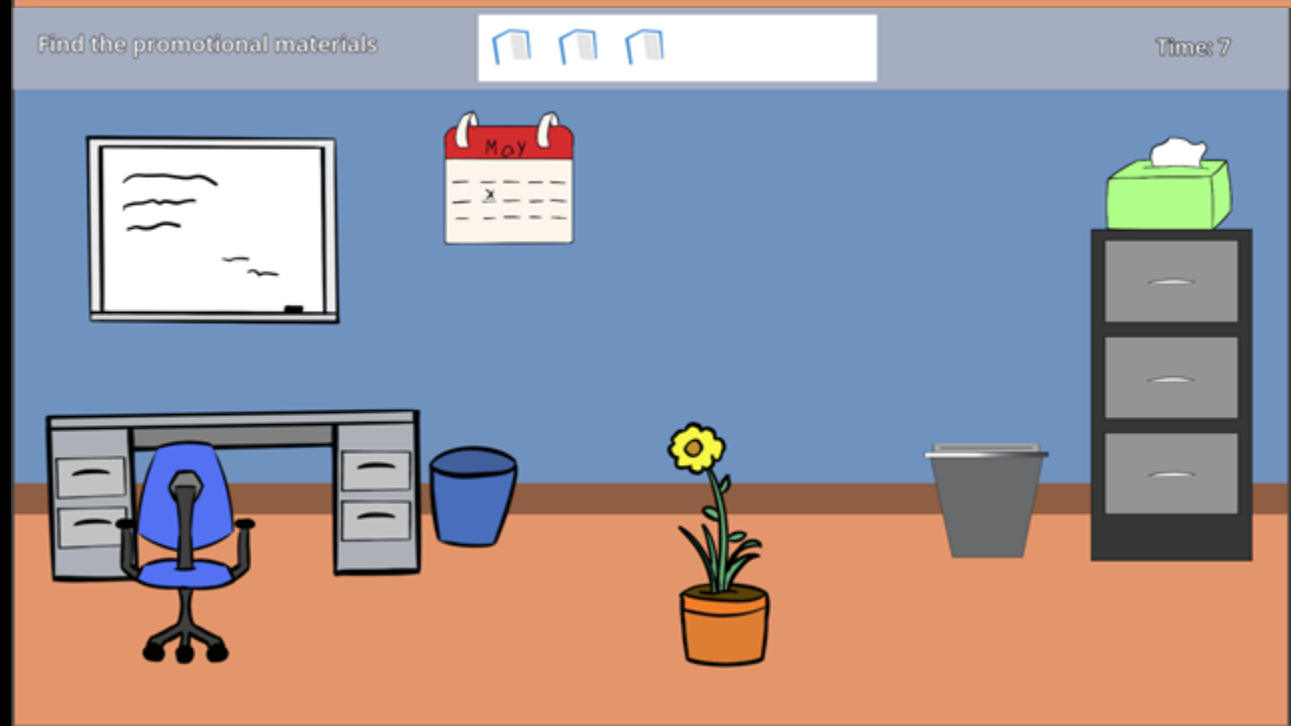
WHAT WERE THOSE FEATURES?

INVENTORY MANAGEMENT

There are items you can click on that will go into your inventory

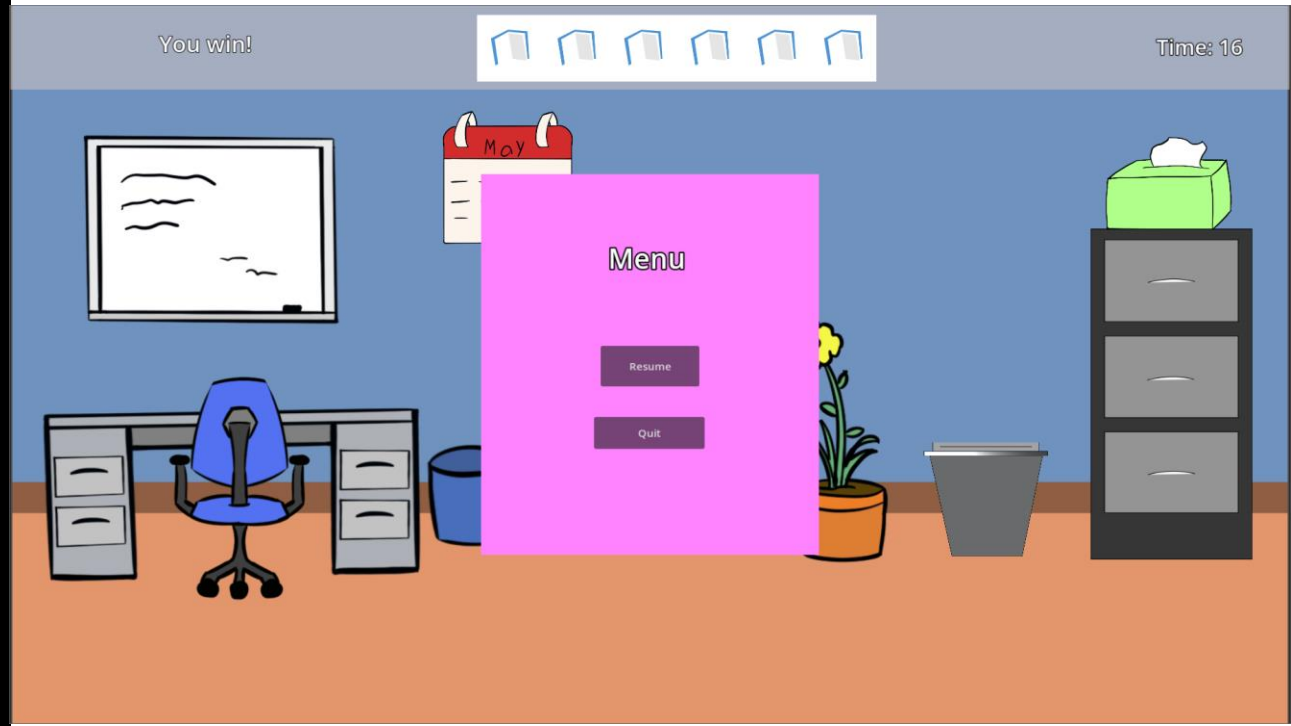
MOVEABLE OBJECTS

There are items you can click on that will move from one position to another



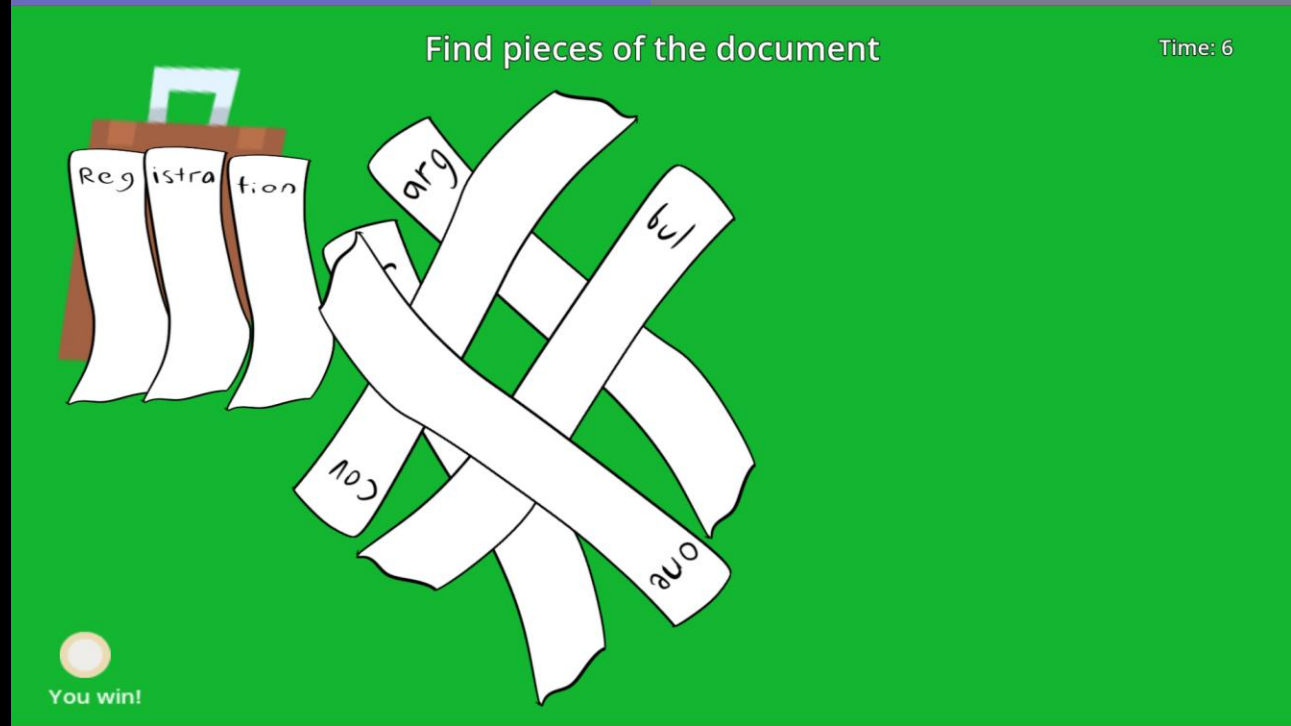
HUD

There is a visual display for the player to see that will update their inventory, objective, and current time



MINIGAMES/PUZZLES

There are items you can click on that will take you into a minigame, which will further your progress.



PLANS FOR ITERATION 2

- Refactor using clean code principles:
  - Focus on modularity, single responsibility principle, and eliminating dependencies.
- Create two more rooms:
  - These will be similar to the first iteration room, but with their own minigames.
- Create logic for scenario:
  - A scenario is an object with multiple rooms that you can move through and focuses on one CME topic.
- Implement CME concepts and assets better:
  - Follow domain information given to us, and implement it in a way that will test a user's knowledge.

MICAH'S RETROSPECTION

- I am very proud of our first iteration. We got everything we wanted to be functional done. We have a full game done, technically speaking. This gives us a great opportunity to build off this foundation. We've learned a lot about feature branching, tech stack, client interaction, and software development fundamentals.
- We sacrificed a decent bit, which means that our next iteration is going to need refactoring. There are dependencies, lackluster code, and no testing in this iteration.
- We plan to refactor and use clean code principles moving forward. On the broader scale, we plan to use the classes and objects we've built in this iteration to abstract and reuse so that we can create more rooms and puzzles quicker in the future.

JACK'S RETROSPECTION

- Very pleased with how this first iteration went. I think we started out really strong and I'm excited to keep going
- I think our main lesson of this iteration is to keep working together and keep communicating frequently.
- For this iteration, the cleanliness of our code suffered in order to create functionality. Our code is not tested either.
- Going into iteration 2, we need to refactor our existing code to be more modular, as to make thing easier down the road, then we will continue to develop more rooms and hopefully complete a scenario

ETHAN'S RETROSPECTION

- Satisfied with the features made for iteration one. Good foundation going into iteration two and so on.
- Going into iteration two, refactoring the code to meet clean code standards is crucial.
- Plan to design the level layout early on going into iteration two so the minigames can be built even faster than the first iteration.
- Contact Lani right away so we can get the assets for iteration two to avoid having to make temporary assets while waiting.

JUSTYN'S RETROSPECTION

- Extremely satisfied with the progress and the amount of work that we were able to get done this iteration. Functionality was the most important aspect of this iteration, and learning the ways of Godot will continue to be an important lesson to continue into further iterations.
- Because the focus of this iteration was to provide functionality, we had to sacrifice clean code. But this will be handled at the start of the next iteration.
- The plan going into iteration 2 will be to secure the assets from Lani, so we could implement those into the puzzles. Also, continuing to develop game design ideas to incorporate the CME examples that our client provided.

JARED'S RETROSPECTION

- The progress we made with this project went very smoothly, thanks to everyone's involvement and dedication in team meetings.
- Iteration 1 was technically done as soon as the functionality was implemented. So, with the extra time and effort, we worked on design and more minigames, giving a much stronger foundation for iteration 2.
- Iteration 2's focus is on refactoring everything to make it more modular, and when it comes to making their own scenario, it should be easy to do once handed off to them. Then, we secure the assets from Lani to give the game a different aesthetic feel.

BUNGIE LAID OFF THE GUY WHO WROTE THE HALO SOUNDTRACK :(

NAUGHTY DOG LAID OFF PEOPLE

- BUT STANFORD CME
- IS ALSO NOT PAYING US

- WHY ARE WE HERE
- WHY DO WE PERSIST
- WHAT ARE WE DOING

FIRST ITERATION LOOK GOOD THO

TIME FOR A DEMO