CME QUEST ADVENTURES
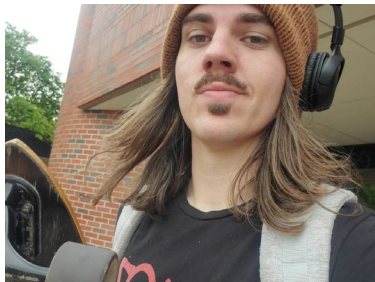
ITERATION 2

11.30.23

Jack Carthew

Justyn Fox

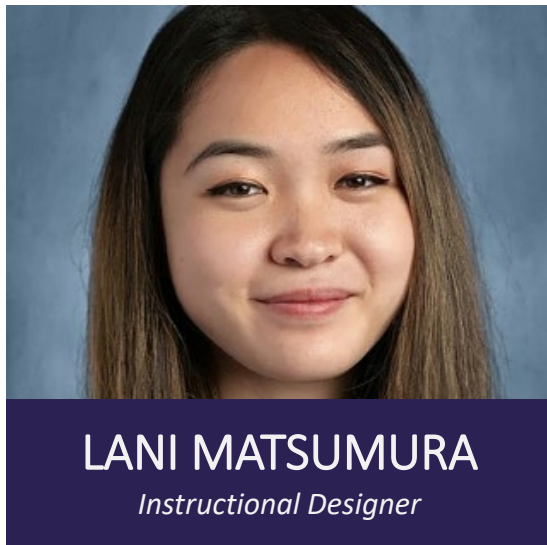Ethan Hooper

Jared Bowman

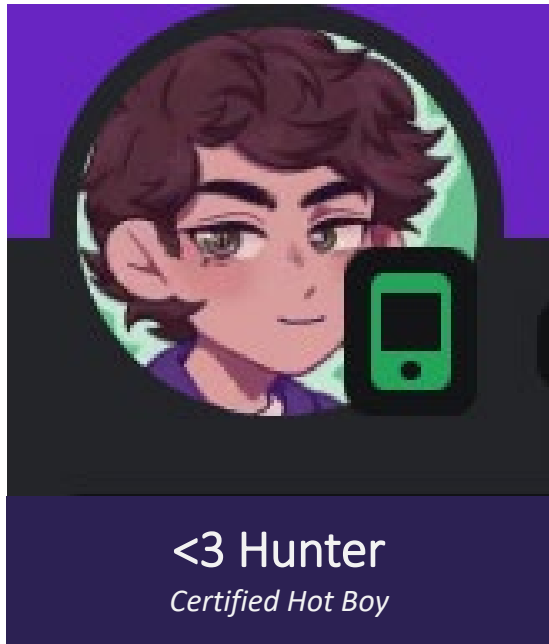Micah Harker

WHO WE ARE

THE CME QUEST ADVENTURES
SOFTWARE TEAM

KURT SNYDER

CME Executive Director

LANI MATSUMURA

Instructional Designer

# WHO THEY ARE

STANFORD UNIVERSITY CME

3

MENTOR SAYS...

<3 Hunter
Certified Hot Boy

- Says we're doing great for where we're at!

- Provided advice about testing

  o Differentiating between unit and iteration testing

  o Providing more information via testing

- Tips on motivation

  o Reflect on how far we've come

  o You could get paid for this one day

- Database suggestions

  o Add pagination

- (He said "oooh pretty colors")
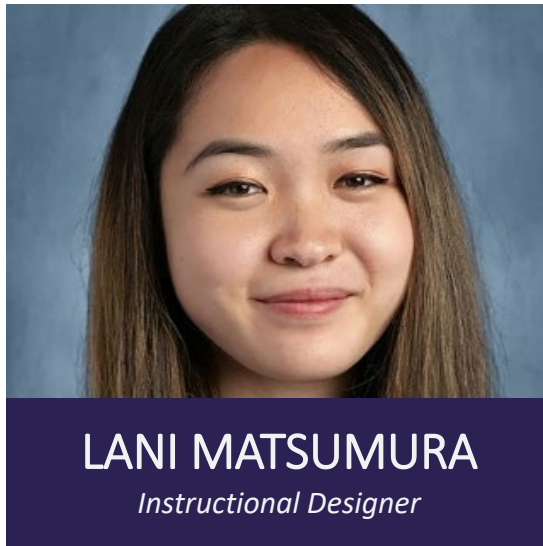
CLIENT SAYS...

- Making great progress, and happy with the future going forward.

- Suggested that we include more helpful information to allow the player to traverse through the game.
  - Plan to implement hint boxes in the menu and around the room. Along with possible hover over properties to improve direction.

- Lani's playtest through the game went smoothly, but with her suggestion of the hints; this process will be streamlined better for a new players.
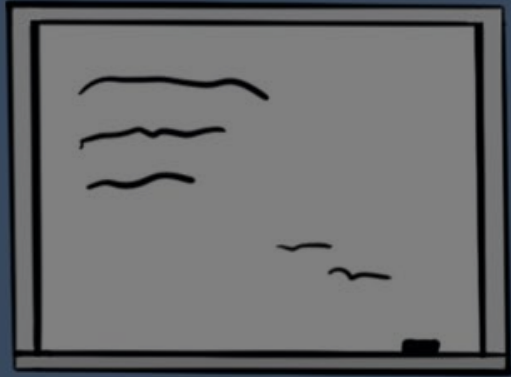
LANI MATSUMURA
Instructional Designer
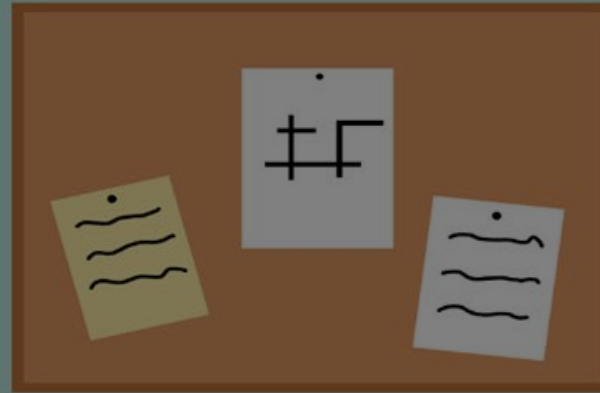
ITERATION 2

PLENTY OF FEATURES

GUI IMPROVEMENTS

CONSISTENT COLOR SCHEME, TIME IS DISPLAYED IN A CLEARER FORMAT

Promo
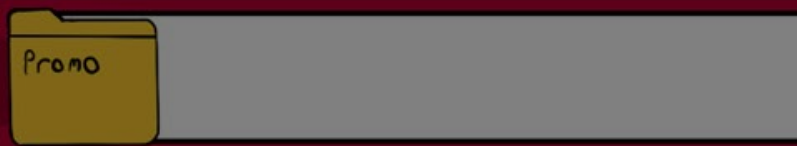
ROOM 2

A SECOND ROOM THAT UNLOCKS ONCE THE FIRST ON IS COMPLETE

Promo

WHAT ARE THE WORDS??

CROSSWORD

NEW MINIGAME YOU MUST SOLVE TO COMPLETE THE OBJECTIVE.

Answer Here

DATABASE SETUP

SIMPLE AS 'DOCKER COMPOSE UP' AND THE DATABASE IS VIEWABLE AND USABLE.
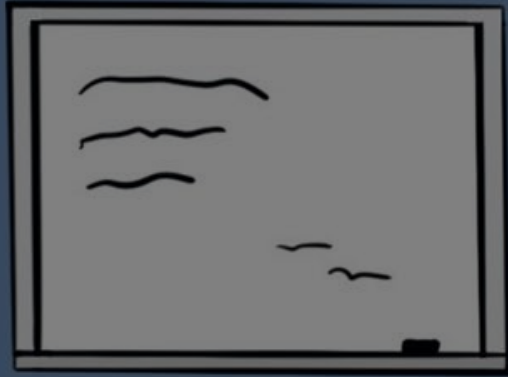
MOVE BETWEEN ROOMS

MENU OPTION TO CHANGE FROM THE FIRST AND SECOND ROOM

- ❑ Scenario 1 Complete
  - ➢ Add Room 3
- ❑ All Mini Games have save-states
- ❑ Database connected to game
- ❑ More player feedback
  - ➢ Highlight items when hovering over them
  - ➢ Help menus/Instructions
- ❑ Leaderboard

ITERATION 3

THE FUTURE

DON'T MEET WITH YOUR CLIENT AND DRIVE

THIS IS DANGEROUS AND TIME EFFICIENT AND WAS PRETTY FUN IF I'M BEING HONEST

?

RETROSPECTION

Jack Carthew

Organization has been very helpful, cleans things up nicely

Adding tests helps us confirm functionality, however TDD is a little difficult

Adding properties such as these has helped a lot for development

Godot makes modularity simple, which makes development a little more simple

Testing adds quality provides assurance

RETROSPECTION

Justyn Fox

This iteration was exciting, from the timeline and the amount of work we set for ourselves. Getting the second room functionally sound with a crossword puzzle and being able to travel between rooms was a big learning process.

Cleaning up the code and implementing tests was our priority going into the iteration. Using GDLint/GUT helps with clean code and made the testing environment simple. Adding these properties have improved our project tenfold.

The plan going into iteration 3 is to keep up the progress and add some helpful features to add seamless travel around the atmosphere.

RETROSPECTION

Ethan Hooper

Great progress made in iteration two despite refactoring troubles.

Test / Clean code ate up time this iteration but will be better for the long term.

Cleaning the code allowed us to prepare for future iterations when more code is involved.

For iteration three getting play test feedback will be our best way to get information on what to improve.

Jared Bowman

RETROSPECTION

Mob Programming became much better about teaching us how to use Godot.

We refactored most of our code to not only be readable, but much more organized. Could become really useful for future iterations.

Our testing suite was very well utilized, and further improvements will be made to our repo in terms of builds.

Communication has been on point, to the point where the room is never silent.

We had goals since our last presentation, and all of them were completed way before our deadline. This time iteration 3 will demonstrate the capabilities of adding new rooms and scenarios with ease.

Micah Harker

RETROSPECTION

• We evaluated our time and split up work to be efficient. It was amazing to see everyone picking up Godot Engine, and interesting to learn how to do more with it.

• The testing was strange for Godot, but seeing it work was satisfying. Clean code and modularity is always a work in progress. We are regularly making code better as we continue working on the project. It is cool to see it grow and improve.

• I plan to approach iteration 3 with a focus on continuing the evolution of the project. I want it to be cleaner, more modular, better tested, and most importantly... better to play. I hope we can study some game design techniques or visit some escape rooms. This project is so fun to work on, and I feel motivated for iteration 3.

TIME FOR A DEMO

OF ITERATION 2